UNNECESSARY

AL MICHAELS PLAY-BY-PLAY

ROUGHNESS™

ACCOLADE™

FOR THE IBM PC

WITH THE NATIONAL FOOTBALL LEAGUE PLAYERS® NFLPA™

UNNECESSARY ROUGHNESS™

WITH THE

NFLPA™

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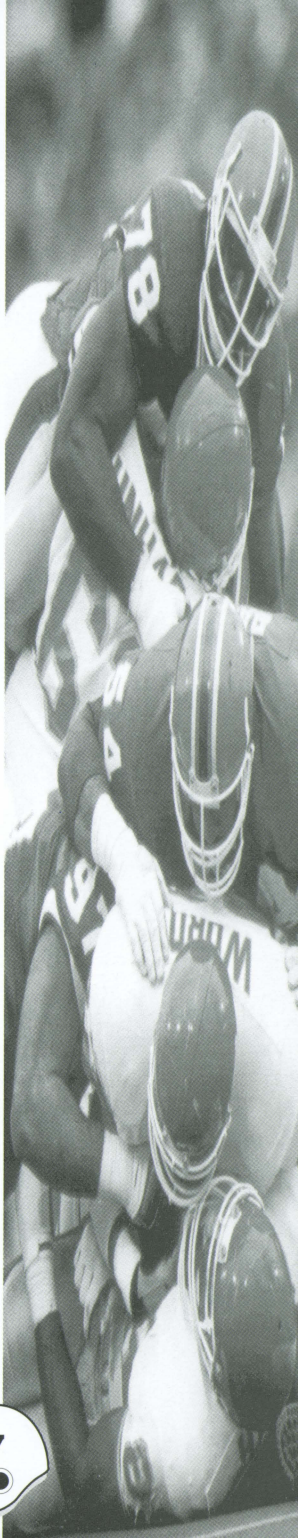
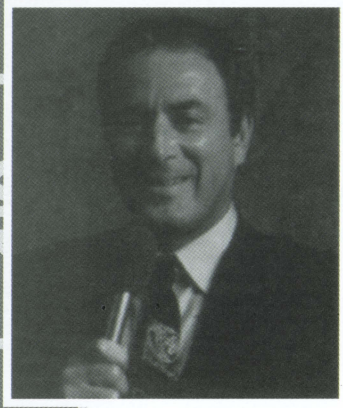


IN THE BOOTH WITH AL MICHAELS



Al Michaels and Accolade have become a truly unbeatable team. First teaming up in 1992 with play-by-play announcing for *HardBall III™* then joining forces again in 1993 for *Brett Hull Hockey™*.

So it was only natural that Michaels was Accolade's choice to call the play-by-play for *Unnecessary Roughness*. Michael's is simply the best when it comes to play-by-play announcing, with a voice known to sports lovers everywhere.

Best known as the voice of ABC's "Monday Night Football," Michaels is also an accomplished baseball and hockey commentator. His credits include broadcasting World Series baseball and Stanley Cup hockey games, as well as the U.S. Olympic hockey team's games in the 1980, 1984 and 1988 Olympiads.

Michaels began his broadcast career in 1968, calling baseball games for the Hawaii Islanders of the Pacific Coast League. He also provided the football and basketball play-by-play for the University of Hawaii Rainbows.

In 1971, he was named the radio announcer for the Cincinnati Reds. Michaels joined NBC-TV's broadcast team for the 1972 World Series.

In 1974, Michaels signed on as the voice of the San Francisco Giants, a position he held until 1977, when he took over as the No. 1 announcer for ABC Sports. Michael's incredible reign at ABC includes seven World Series, five MLB All-Star games, seven League Championship series, as well as hosting "Wide World of Sports" events and tennis matches.

He has been selected national Sportscaster of the Year three times and has garnered two Emmys as the outstanding sports personality host on national television.

UNNECESSARY ROUGHNESS

CHAPTER 1

This chapter describes the minimum hardware and software requirements for running *Unnecessary Roughness*. It also contains step-by-step instructions to help you install *Unnecessary Roughness* on your hard drive and start a game.

Getting Started

To play *Unnecessary Roughness* you must have:

- 386DX 33Mhz or better.
- 4 megabytes RAM.
- Hard drive with 8 megabytes free.
- VGA graphics (320x200x256 and 640x480x16) capability.

For optimum gameplay, we suggest you have:

- 486 66Mhz Local Bus.
- 8 Megabytes RAM.
- Super VGA graphics (640x480x256) capability.
- Sound Blaster™ or compatible soundcard.
- Microsoft™-compatible mouse.
- Joystick.

Note: *Unnecessary Roughness* does not run in Windows™.

About Your Diskettes

These diskettes are free from on-disk copy protection schemes allowing you to freely make backup copies using the DOS DISKCOPY program. See **Troubleshooting & DOS Help** on page 77 for making backup copies.

Hard Drive Installation

1 Insert **Disk 1** into your floppy drive (usually A: or B:).

2 At the DOS prompt, type the letter of the drive you're using, followed by a colon, for example **A:** and press <**Enter**>.

3 Type **INSTALL** and press <**Enter**>.

4 Follow the on-screen instructions.

5 When installation is complete, type **UR** and press <**Enter**>.

Starting Unnecessary Roughness

1 Power up your computer as you normally would.

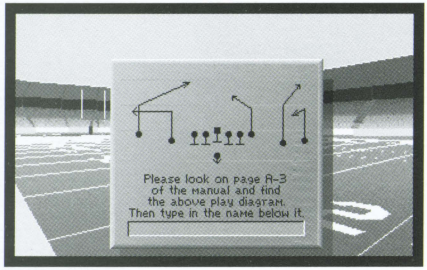
2 At the DOS prompt, type the letter of the drive where the game is located, followed by a colon (for example **C:**) and press <**Enter**>.

3 Change to the subdirectory in which you installed the game. For example, if you installed *Unnecessary Roughness* into the subdirectory named \ROUGH then type **CD\ROUGH** and press <**Enter**>.

4 Type **UR** and press <**Enter**>.

Copy Protection

Unnecessary Roughness uses what is known as a manual-look-up copy protection scheme. When you start the program, a Copy Protection screen will appear showing a playbook diagram and reference to a page in Appendix A of this manual. To continue, you must type in the correct name of that play exactly as it appears on-screen, including spaces. If your answer is incorrect, you will be given a new diagram and page reference (after four incorrect answers you will be returned to DOS).



Copy Protection Screen

Quick Start Guide

1 Follow the **Starting Unnecessary Roughness** instructions above to load the game.

2 Select **Single Game** at the Main Menu and press <**Enter**>. The Single Game Clipboard will appear.

3 Press <**Enter**> to select **Pick Home Team**. The Pick Home Team screen will re-appear.

4 Use your <**up**> and <**down**> **arrow keys** to select a team from the directory, then press <**Enter**> or select **O.K.** The Single Game Clipboard screen will appear.

5 Use your <**left**> **arrow key** to highlight **Pick Visitors**, then press <**Enter**>. The Pick Visitor Team screen will appear.

6 Repeat step 4.

7 Use your <**up**>, <**down**>, <**left**> and <**right**> **arrow keys** to highlight the controls option under the team you want to control, then press <**Enter**>. A Controls Menu will appear.

8 Use your <**up**> and <**down**> **arrow keys** to highlight the controls you want, then press <**Enter**>.

9 Repeat steps 7 and 8 for the other team's controls.

10 Use your <**up**>, <**down**>, <**left**> and <**right**> **arrow keys** to highlight **Start**, then press <**Enter**> to go to the pre-game coin toss.

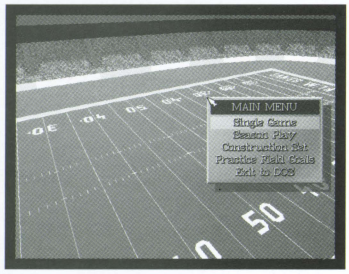
Notes:

- **In quick start mode, you will play *Unnecessary Roughness* with the default settings (see Chapter 2, pg. 21 -36 for details on game options and gameplay).**

- **You can play *Unnecessary Roughness* with a keyboard, mouse or joystick. For simplicity of use, we refer only to the keyboard commands throughout this manual. For specific information about the mouse or joystick see pg. 6.**

Main Menu

Follow the instructions in **Starting Unnecessary Roughness,** pg. 2, to load the game. This displays the game's Main Menu, with the sold out *Unnecessary Roughness* stadium. The Main Menu gives you five options, which are described briefly here. Complete instructions on using each of these Main Menu options are in **Chapter 2: Single Game**; **Chapter 3: Season Play**; **Chapter 4: Construction Set**, and **Chapter 5: Practice Field Goals**.



Main Menu

Single Game

This option lets you play individual practice games against the computer or a friend.

Season Play

This option lets you select one of 28 teams and play a full 18-week schedule of games. After the season, if you qualify, you can guide your team through the playoffs and onto the World Championship.

Construction Set

The Construction Set is the real "heart" of *Unnecessary Roughness*. It lets you create and modify leagues, teams, plays and playbooks — the very basics of *Unnecessary Roughness'* realism. You can create dream teams, orchestrate out-rageous plays, produce your own playbooks, even design your own team logo.

Practice Field Goals

This option lets you practice kicking field goals (see **Practice Field Goals**, pg. 64).

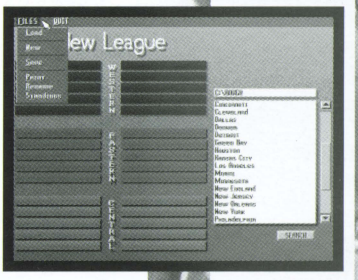
Exit to DOS

This returns you to the DOS prompt. After selecting **Exit to DOS**, you're prompted; "Are You Sure, Yes or No?" Type **Y** (or press <**Enter**>) to select **YES**. To return to the Main Menu, type **N** to select **No** and press <**Enter**>.

Moving Through Menus, Toolbars and Directories

To move through menus: Either highlight an option with the <**up**> or <**down**> **arrow key** and press <**Enter**>, or type the first letter of an option and press <**Enter**>.

To display toolbar options: Press and hold <**Alt**> while pressing the underlined letter of an option. For example, <**Alt**>+**F** for **Files**. A menu will be displayed.



League Screen with Files Options

To move up and down through a toolbar menu: Press the <**up**> or <**down**> **arrow key**, or type the underlined letter of an option. For example, type **L** for **Load**.

To move right or left on the toolbar: Press the <**right**> or <**left**> **arrow key**, or type the underlined letter of the option. For example, type **Q** for **Quit**.

When you see a triangle next to an option, multiple choices will appear. Press the <**right**> **arrow key** to highlight the options; then press the <**up**> or <**down**> **arrow key** to scroll through them.

To select an option from a toolbar: Press <**Enter**> when you've highlighted the option you want.

Note: You can leave a menu by pressing <Esc>.

To move through functions in a directory: Use <**Tab**> to move through each function of the directory. To scroll through the functions, highlight the **up** or **down scroll bar arrow keys,** then press <**Enter**>. Use your arrow keys to highlight options within the directory.

Using a Mouse

To display toolbar menu options: Press and hold the **left mouse button while** moving the pointer over the options.

To display and select toolbar options: Press and hold the **left mouse button** and move the pointer over the option you want. This displays a pull-down menu. Position the pointer over the option you want and release the **mouse button**.

A triangle next to an option indicates multiple choices. You can view these options by pressing the left mouse button and dragging the pointer over the triangle. Position the pointer over the option you want and release your mouse button.

During gameplay: If you want to use a mouse, you must first select it on the Controls screen.

Move the pointer over an option, then click the **left mouse button**.

Using a Joystick

During gameplay: Even though a joystick can be used in most menus and screens, we recommend using a mouse or the keyboard for menu functions.

To activate and calibrate the joystick(s), press <**Ctrl**> + **J**. A joystick calibration prompt will appear on the screen if a joystick is plugged into your computer's game port. Follow the on-screen instructions. Calibration can be done almost anywhere in the game.

Press the joystick **up**, **down**, **left** or **right** to highlight options, then press the **fire button** to select.

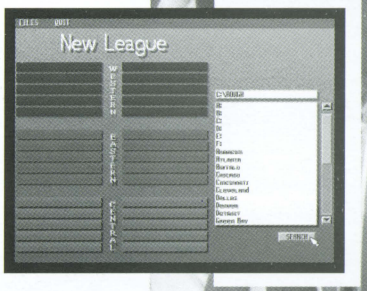
If you want to use a joystick during gameplay, you must first select it on the Controls screen.

Searching for Files

Each file directory screen lets you search your computer's hard drive. **Search** lets you find relevant saved files that contain leagues, teams, plays or playbooks. It also lets you specify which subdirectory *Unnecessary Roughness* will use when it saves a league, team, play or playbook.

You can find **Search** on the screens used to load, save and select teams, leagues, plays and playbooks. Activate Search if you are having difficulty locating files. Search will automatically find the files relevant to the current screen.

For instance, the Leagues screen displays the drives, subdirectories and teams available. A **Search** button and a scroll bar are also displayed.



League Screen

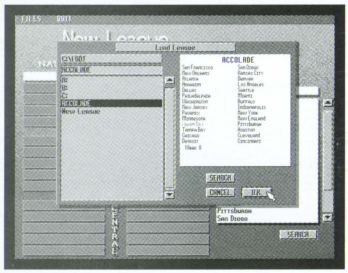
Note: Press <Esc>, the joystick fire button or the left mouse button to remove any messages that appear while using Search (i.e."No Other Files Found").

Options Common to All Toolbar Menus

Although each option has a toolbar menu with specific choices, they all offer the following identical options: **Load**, **Save** or **Save As**, **Print**, **Rename**, **Quit**.

Load

Select **L** (for **Load**) from the Files Menu when using the Season, League and Team options. When using the Plays and Playbooks options, select **L** from the Offense or Defense Menu. This displays a screen similar to the following, with the **C:\UR** line flashing.



Load League Screen

For example, the Load League screen displays a list of the leagues and teams available on your hard drive. You can load a league by highlighting the league name and pressing <**Enter**>.

You can also load a file from your hard drive that is not displayed on screen. Select the subdirectory where it is located and choose **Search** (see **Searching for Files**, pg. 7). If you do not select a subdirectory, Search will search your entire hard drive until it finds the relevant files.

Save

To save, select **S** from the Files Menu. If you are saving changes to an existing file, you will be asked to confirm your choice.

Save league Screen

Select **Cancel**, or press <**Esc**> to exit the Save screen without saving.

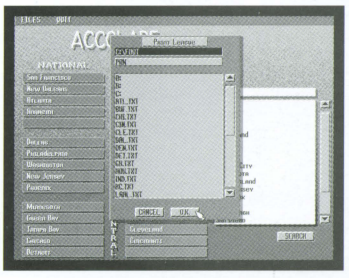
You must name a new team, league, play or playbook before you can save it. Use the keyboard to type over any name displayed in the "Save New . . . " column. Use <**Backspace**> to fix mistakes. Names can be up to 19 characters long. You can use letters, numbers and spaces.

When you're satisfied with the new name, highlight **OK**, then press <**Enter**>. When you're satisfied with the changes, select **OK**, then press <**Enter**>.

Print

To print select **P** from the Files Menu. Select **PRN** to print to your printer or **TEXT.TXT** to print to a file, and select **OK** or press <**Enter**>. If you select print **text.txt**, you may name the text file. Select the box where text.txt is located using <Tab>, then type in the name you want. You may also change the directory to where the file will be saved in the same manner. Select OK or press <Enter> to create the text file. Refer to your DOS or operating system instruction manual on how to print text files.

Select **Cancel** or press <**Esc**> to exit the Print Option.



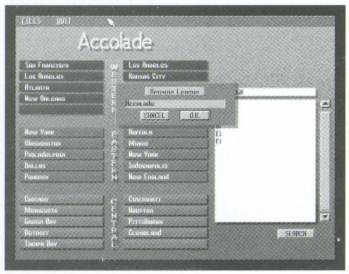
Print League Screen

Rename

To rename a league, team, play or playbook, select **R** from the Files Menu if you're using the Leagues or Teams option. (If you're using the Plays or Playbook option, select **R** from the Offense or Defense Menu.)

Use the keyboard to type over the name. Use <**Backspace**> to fix mistakes.

When you're satisfied with the new name, highlight **OK**, then press <**Enter**>. To exit the Rename option without making changes,press <**Esc**> or select **Cancel** and press <**Enter**>.



Rename League Screen

Quit

Quit gives you two options: **Exit Now** and **Continue.**

- **Exit Now** returns you to the previous screen or menu. If you've made changes but did not save them, a "Save Changes" message will appear. Choose **Yes** to save changes; **No** to ignore changes and keep the original league, team, play or playbook; or **Cancel** to ignore the Exit command.

Save Changes To . . . Yes, No or Continue Message

- **Continue** allows you to resume working with the options.

KAPITEL 1

UNNECESSARY ROUGHNESS

Dieses Kapitel beschreibt die zum Spielen von *Unneccesary Roughness* benötigte Hard- und Software und führt Sie Schritt für Schritt durch die Installation von *Unneccessary Roughness* auf Ihrer Festplatte bis zum Beginn eines Spiels.

Systemerfordernisse

Um Unneccesary Roughness zu spielen, benötigen Sie:

- mindestens 386 DX 33 Mhz.
- 4 Megabyte RAM.
- Festplatte mit 8 verfügbaren Megabyte.
- VGA-256-Farben-Grafik (320x200) und 16 Farben (640x480).

Für optimalen Spielgenuß empfehlen wir:

- 486 66Mhz Lokalbus.
- 8 Megabyte RAM.
- Super VGA 256-Farben-Grafik (640x480).
- Sound Blaster™ oder kompatible Soundkarte.
- Microsoft™-kompatible Maus.
- Joystick.

Hinweis: Unneccessary Roughness läuft nicht unter Windows™

Zu Ihren Disketten

Diese Disketten enthalten keinen Kopierschutz. Sie können daher problemlos Sicherheitskopien mit Hilfe des DOS DISKCOPY-Programms erstellen.

Installation auf der Festplatte

1 Legen Sie **Diskette 1** in Ihr Diskettenlaufwerk ein (in der Regel A: oder B:).

2 Geben Sie nach Erscheinen des DOS-Zeichens den Buchstaben des benutzten Laufwerks und einen Doppelpunkt ein, z. B. **A:**, und drücken Sie <**ENTER**>.

3 Geben Sie **INSTALL** ein, und drücken Sie <**ENTER**>.

4 Folgen Sie den Bildschirmanweisungen.

5 Sobald der Installierungsvorgang abgeschlossen ist, geben Sie **UR** ein und drücken <**ENTER**>.

Unneccessary Roughness starten

1 Schalten Sie Ihren Computer wie gewohnt ein.

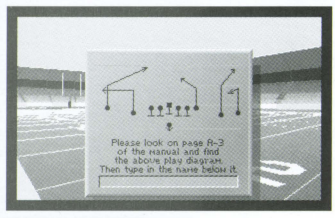
2 Geben Sie nach Erscheinen des DOS-Zeichens den dem Laufwerk des Spiels entsprechenden Buchstaben ein, gefolgt von einem Doppelpunkt (z. B. **C:**), und drücken Sie <**ENTER**>.

3 Wechseln Sie in das Unterverzeichnis, in dem das Spiel installiert wurde. Haben Sie *Unneccessary Roughness* zum Beispiel in einem Unterverzeichnis namens "\ROUGH" installiert, so geben Sie **CD\Rough** ein und drücken <**ENTER**>.

4 Geben Sie **UR** ein, und drücken Sie <**ENTER**>.

Kopierschutz

Unneccessary Roughness verwendet einen auf das Handbuch bezogenen Kopierschutz. Wenn Sie das Programm starten, erscheint ein Kopierschutz-Bildschirm. Hier sehen Sie die Abbildung eines Spielbuchs und einen Hinweis auf eine Seite in Anhang A dieses Handbuchs. Um mit dem Programm fortzufahren, müssen Sie den korrekten Namen des auf dem Bildschirm dargestellten Spiels einschließlich der Leerstellen eingeben. Sollte Ihre Antwort nicht korrekt sein, erscheint eine neue Abbildung mit einem Hinweis auf eine andere Handbuchseite. (Nach vier Fehlversuchen kehren Sie automatisch zu DOS zurück).



Kopierschutz-Bildschirm

Anleitung zum Schnellstart

1 Folgen Sie der Anleitung **Unneccessary Roughness starten**, um das Spiel zu laden.

2 Wählen Sie **Single Game** (Einzelspiel) vom Hauptmenü, und drücken Sie <**ENTER**>. Daraufhin erscheint das Einzelspiel-Klemmbrett.

3 Mit der Eingabetaste wählen Sie nun **Pick Home Team** (Heimteam wählen) woraufhin der Heimteam-Bildschirm erscheint.

4 Mit den Pfeiltasten oben und unten markieren Sie das gewünschte Team. Drücken Sie dann <**ENTER**>, oder wählen Sie **O.K.** Daraufhin kehren Sie zum Einzelspiel-Klemmbrett zurück.

5 Benutzen Sie die linke Pfeiltaste, um **Pick Visitors** (Auswärtsteam wählen) zu markieren, und drücken Sie <**ENTER**>. Der Auswärtsteam-Bildschirm wird erscheinen.

6 Wiederholen Sie den unter Punkt 4 beschriebenen Vorgang.

7 Mit den **Pfeiltasten oben, unten, links** und **rechts** markieren Sie die Steuerungsoption unterhalb des gewünschten Teams und drücken dann <**ENTER**>. Ein Steuerungsmenü wird erscheinen.

8 Markieren Sie die gewünschte Steuerung mit den **Pfeiltasten oben** und **unten,** und drücken Sie<**ENTER**>.

9 Wiederholen Sie die unter den Punkten 7 und 8 beschriebenen Schritte für die Steuerung des anderen Teams.

10 Verwenden Sie Ihre **Pfeiltasten oben, unten, links** und **rechts,** um **Start** zu markieren, und betätigen Sie dann die Eingabetaste, um zur Seitenwahl zu gelangen.

Hinweise:

• Im Schnellstart-Modus spielen Sie Unneccessary Roughness mit den Standardeinstellungen.

• Sie können Unneccessary Roughness mit Tastatur, Maus oder Joystick steuern. Der Einfachheit halber bezieht sich dieses Handbuch ausschließlich auf die Tastatur. Einzelheiten zu Maus und Joystick finden Sie auf Seite 16.

Hauptmenü

Befolgen Sie die Anleitungen im Abschnitt **Unneccessary Roughness starten,** um das Spiel zu laden. Das Hauptmenü mit dem ausverkauften Stadion von *Unneccessary Roughness* erscheint. Auf dem Hauptmenü erhalten Sie fünf Optionen, die hier kurz umrissen werden.

Hauptmenü

Single Game (Einzelspiel)

Diese Option erlaubt Ihnen, in einzelnen Trainingsspielen gegen den Computer oder einen Freund anzutreten.

Season Play (Saison)

Diese Option erlaubt Ihnen, eins der 28 Teams zu wählen und es durch eine vollständige Spielsaison von 18 Wochen zu führen. In der Saison können Sie sich für die Weltmeisterschafts-Play-Offs qualifizieren.

Construction Set (Baukasten)

Dies ist das "Herz" von *Unneccessary Roughness*. Hier können Sie Ligen, Teams, Spiele und Spielbücher schaffen oder verändern - die Grundlagen der Realitätstreue von *Unneccessary Roughness*. Sie können wahre Traumteams zusammenstellen, riskante Spielzüge (Plays) entwickeln, Ihr eigenes Spielbuch schreiben und sogar Ihr eigenes Team-Logo entwerfen.

Practice Field Goals (Feldtore üben)

Diese Option erlaubt Ihnen, das Erzielen von Feldtoren zu üben.

Exit to DOS (Zurück zu DOS)

Sie kehren damit zum DOS-Zeichen zurück. Zur Bestätigung dieser Option erscheint die Aufforderung "Are You Sure, Yes or No?" (Sind Sie sicher, Ja oder Nein?). Geben Sie **Y** ein, oder drücken Sie <ENTER>. Um zum Hauptmenü zurückzukehren, geben Sie **N** für Nein ein und drücken <ENTER>.

Bewegung durch Menüs, Leisten und Verzeichnisse

Durch Menüs bewegen: Markieren Sie die Option entweder mit den **Pfeiltasten oben** und **unten,** und drücken Sie <ENTER>, oder geben Sie den Anfangsbuchstaben einer Option ein, gefolgt von der Eingabetaste.

Anzeige der Optionsleisten: Halten Sie <**Alt**> gedrückt, während Sie den unterstrichenen Buchstaben einer Option eingeben. <**Alt**>und **F** geben Ihnen zum Beispiel Zugriff auf die **Files** (Dateien). Daraufhin erscheint ein Menü.

Liga-Bildschirm mit "Files"-Optionen

Aufwärts und abwärts durch ein Optionsleisten-Menü bewegen: Drücken Sie die **Pfeiltasten oben** und **unten,** oder geben Sie den unterstrichenen Buchstaben einer Option ein, zum Beispiel **L** für **Load** (Laden).

Nach rechts oder links durch ein Optionsleisten-Menü bewegen: Drücken Sie die **Pfeiltaste links** oder **rechts,** oder geben Sie den unterstrichenen Buchstaben einer Option ein, zum Beispiel **Q** für **Quit** (Beenden).

Ein Dreieck neben einer Option zeigt an, daß sie mehrere Wahlmöglichkeiten erhalten. Sie drücken die **rechte Pfeiltaste** zum Markieren der Optionen, durch die sie mit den **Pfeiltasten oben** oder **unten** scrollen können.

Eine Option von der Leiste wählen: Drücken Sie <ENTER>, wenn Sie die gewünschte Option markiert haben.

Hinweis: Sie können ein Menü verlassen, indem Sie <Esc> drücken.

Durch die Funktionen in einem Verzeichnis bewegen: Benutzen Sie <**Tab**>, um durch jede Funktion im Verzeichnis zu gehen. Sie scrollen durch die Funktionen, indem Sie den **Scrollpfeil oben/unten** auf der Leiste markieren und <**ENTER**> drücken. Benutzen Sie die Pfeiltasten, um die Optionen in einem Verzeichnis zu markieren.

Benutzung der Maus

Optionen auf Menüleisten abrufen: Halten Sie die **linke Maustaste** gedrückt, während Sie den Zeiger über die Optionen bewegen.

Leistenoptionen sehen und wählen: Halten Sie die **linke Maustaste** gedrückt, und bewegen Sie den Zeiger auf die gewünschte Option. Damit rufen Sie ein Untermenü auf. Plazieren Sie den Zeiger auf die gewünschte Option, und lassen Sie die **Maustaste** los.

Ein Dreieck neben einer Option bedeutet, daß Sie mehrere Wahlmöglichkeiten haben. Sie können diese Optionen einsehen, indem Sie die linke Maustaste drücken und den Zeiger auf das Dreieck bewegen. Plazieren Sie den Zeiger über der gewünschten Option, und lassen Sie die Maustaste los.

Während des Spiels: Um die Maus zu benutzen, müssen Sie sie zuerst auf dem Steuerungsbildschirm wählen.

Bewegen Sie den Zeiger auf eine Option, und drücken Sie die **linke Maustaste.**

Den Joystick benutzen

Während des Spiels: Obwohl der Joystick auf den meisten Menüs und Bildschirmen eingesetzt werden kann, empfehlen wir, für Menüfunktionen die Maus oder die Tastatur zu benutzen.

Zum Aktivieren und Kalibrieren eines (oder mehrerer) Joysticks drücken Sie <**Ctrl**> und **J.** Ist ein Joystick an den Spielport Ihres Computers angeschlossen, erscheint auf dem Bildschirm ein Bereitschaftszeichen zum Kalibrieren. Folgen Sie den Bildschirmanweisungen. Sie können an fast jedem Punkt des Spiels kalibrieren.

Drücken Sie den Joystick nach **oben, unten, links** oder **rechts,** um Optionen zu markieren, die Sie dann mit dem **Feuerknopf** wählen.

Um den Joystick während des Spiels zu benutzen, müssen Sie ihn zuerst auf dem Steuerungsbildschirm wählen.

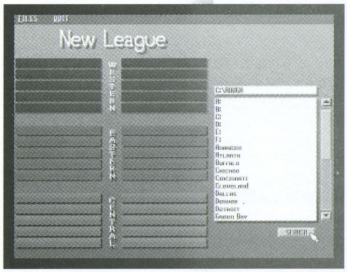
Hinweis: Der Joystick kann nicht zum Zugriff auf Optionsleisten-Menüs verwendet werden. Sie können nur mit Tastatur oder haus auf diese Menüs zugreifen.

Dateiensuche (Searching for Files)

Die Dateienverzeichnisse erlauben Ihnen Zugriff auf die Festplatte Ihres Computers. Mit **Search** (Suchen) können Sie gesicherte Dateien zu Ligen, Teams, Spielen oder Spielbüchern finden. Sie bestimmen hier auch, welches Unterverzeichnis *Unneccesary Roughness* zum Sichern von Ligen, Teams, Spielen oder Spielbüchern benutzt.

Der **Search**-Befehl erscheint auf allen zum Laden, Sichern und Wählen von Teams, Ligen, Spielen und Spielbüchern benutzten Bildschirmen. Aktivieren Sie **Search,** wenn Sie Dateien nicht finden können. **Search** sucht automatisch die dem aktuellen Bildschirm entsprechenden Dateien heraus.

Der Liga-Bildschirm zeigt zum Beispiel die verfügbaren Laufwerke, Unterverzeichnisse und Teams. Ein **Search**-Knopf und eine Scrollleiste erscheinen ebenfalls.



Liga-Bildschirm

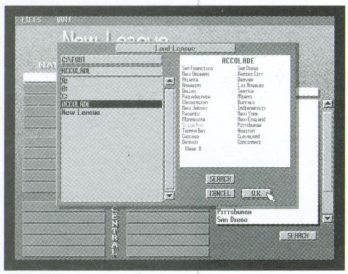
Hinweis: Drücken Sie <Esc>, den Joystick-Feuerknopf oder die linke Maustaste zum Entfernen aller beim Suchvorgang erscheinenden Meldungen (z.B. "No Other Files Found" (Keine weiteren Dateien gefunden)).

Gemeinsame Optionen aller Menüleisten

Jede Option besitzt ein Menü mit spezifischen Wahlmöglichkeiten; alle enthalten jedoch die folgenden identischen Optionen : **Load** (Laden), **Save** (Sichern) oder **Save As** (Sichern als), **Print** (Drucken), **Rename** (Umbenennen), **Quit** (Beenden).

Load (Laden)

Wählen Sie L (**Load**) auf dem Dateienmenü, wenn Sie die Optionen Saison (Season), Liga (League) oder Team benutzen. Für die Spiel- oder Spielbuchoptionen wählen Sie L auf den Menüs der Offensive oder Defensive. Daraufhin erscheint ein Bildschirm, ähnlich dem unten abgebildeten, mit einer blinkenden **C:\UR**-Zeile.



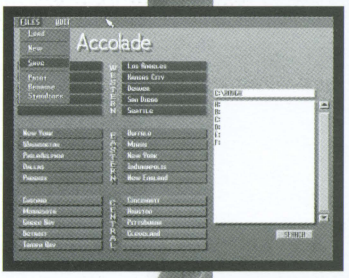
Liga-Ladebildschirm

Der Liga-Bildschirm zeigt zum Beispiel eine Liste der Ligen und Mannschaften, die auf Ihrer Festplatte verfügbar sind. Sie laden eine Liga, indem Sie ihren Namen markieren und <**ENTER**> drücken.

Sie können auch eine nicht auf dem Bildschirm gezeigte Datei von Ihrer Festplatte laden. Wählen Sie dazu das entsprechende Unterverzeichnis und anschließend **Search.** Wenn Sie kein Unterverzeichnis angeben, sucht **Search** Ihre gesamte Festplatte ab, bis die entsprechenden Dateien gefunden sind.

Save (Sichern)

Zum Sichern wählen Sie **S** vom Dateienmenü. Wenn Sie Änderungen einer vorhandenen Datei sichern, werden Sie aufgefordert, Ihre Wahl zu bestätigen.



Liga-Sicherungsbildschirm

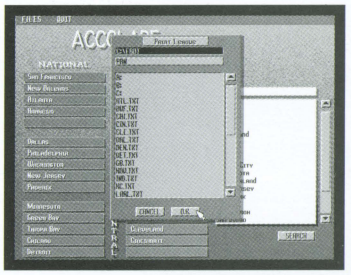
Wählen Sie **Cancel** (Rückgängig machen), oder drücken Sie <**Esc**>, um den Bildschirm zu verlassen, ohne zu sichern.

Sie müssen neuen Teams, Ligen, Spielen oder Spielbüchern Namen geben, bevor sie gesichert werden können. Benutzen Sie die Tastatur, um den Namen in der Spalte "Save New..." zu überschreiben. Mit der Rücktaste können Sie Fehler korrigieren. Namen können bis zu 19 Zeichen lang sein und aus Buchstaben, Zahlen und Leerstellen bestehen.

Sind Sie mit dem Namen zufrieden, markieren Sie **OK** und drücken <**ENTER**>. Sind Sie mit den Änderungen zufrieden, wählen Sie **OK** und drücken <**ENTER**>.

Print (Drucken)

Zum Drucken wählen Sie **P** vom Dateienmenü. Mit **PRN** drucken Sie auf Ihrem Drucker aus, mit **TEXT.TXT** sichern Sie die Datei als Textdatei. Markieren Sie die entsprechende Option, wählen Sie **OK,** und drücken Sie <**ENTER**> . Haben Sie die Option **text.txt** gewählt, können Sie die Textdatei benennen. Mit <Tab> wählen Sie den Kasten, in dem text.txt sich befindet. Sie können nun den gewünschten Namen eingeben. Auf dieselbe Weise ändern Sie auch das Verzeichnis, in dem die Datei gesichert wird. Wählen Sie OK oder drücken Sie <**ENTER**>, um die Textdatei zu erstellen. Anleitungen zum Ausdruck einer Textdatei finden Sie in Ihrem DOS-Handbuch oder der Bedienungsanleitung Ihres Computers.



Wählen Sie **Cancel** oder drücken Sie <**Esc**>, um die Druckoption zu verlassen.

Liga drucken-Bildschirm

Rename (Umbenennen)

Um Teams, Ligen, Spiele oder Spielbücher neu zu benennen, wählen Sie **R** vom Dateienmenü, wenn Sie die Liga- oder Teamoptionen benutzen. (Für Spiel- oder Spielbuchoptionen wählen Sie **R** vom Offensiv- oder Defensivmenü).

Benutzen Sie die Tastatur zum Überschreiben des Namens. Fehler korrigieren Sie mit der Rücktaste.

Wenn Sie mit dem neuen Namen zufrieden sind, markieren Sie **OK** und drücken <**ENTER**>.Um diese Option zu verlassen, ohne Änderungen vorzunehmen, drücken Sie <**Esc**>**,** oder wählen Sie **Cancel,** und drücken Sie <**ENTER**>**.**

Liga umbenennen-Bildschirm

Quit (Beenden)

Unter **Quit** erhalten Sie zwei Optionen: **Exit Now** (Abbrechen) und **Continue** (Weiter).

- Mit **Exit Now** gelangen Sie zum vorhergehenden Bildschirm oder Menü. Falls Sie Änderungen vorgenommen, aber nicht gesichert haben, erscheint eine Aufforderung, dies nachzuholen ("Save Changes" - Änderungen sichern). Wählen Sie **Yes** (Ja), um zu sichern, **No** (Nein), um die ursprünglichen Teams, Ligen, Spiele oder Spielbücher beizubehalten, oder **Cancel,** wenn Sie den **Exit**-Befehl ignorieren möchten.

Botschaft "Änderungen sichern - Ja, Nein oder Weiter"

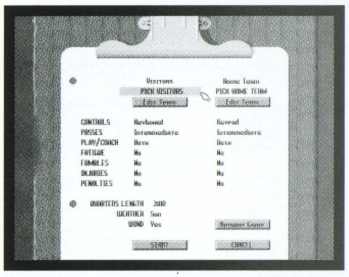
• **Continue** (Weiter) erlaubt Ihnen, zu den Optionen zurück zukehren.

CHAPTER 2

UNNECESSARY ROUGHNESS

Single Game

Highlight **Single Game** on the Main Menu and press <**Enter**>. A clipboard will appear with options for both the Home Team and Visitors. Press the <**up**>, <**down**>, <**left**>, <**right**> **arrow keys** to highlight options, then press <**Enter**> to change options.



Single Game Clipboard Screen

The team control options (**Controls**, **Passes**, **Play/Coach**, **Fatigue**, **Fumbles**, **Injuries**, **Penalties**) let you play single games at different skill levels. An inexperienced player could be evenly matched against an experienced player. Here are some examples:

- The inexperienced player could use Beginner passing mode while the other player could execute passes in Pro mode.
- Fatigue, fumbles, injuries and penalties could be turned off for the beginner player.
- The computer could control player movement, while you only handle the coaching.

There are also three game control options (**Quarter Length**, **Weather**, **Wind**) and three game control buttons (**Start**, **Resume Game**, **Cancel**). These options and buttons will affect both teams.

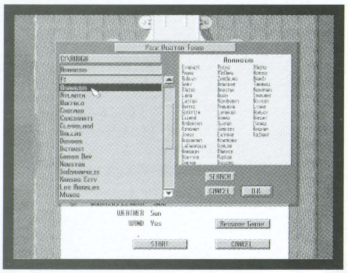
"If there was such thing as a double-header in football, I'd be ready to go in minutes."
Barry Sanders [1]

Pick Teams

Select **Pick Home Team** or **Pick Visitors** to display the Team Selection screen.

Press the <**down**> **arrow key** to scroll through the teams. When the team you want is highlighted, press <**Enter**>. You will return to the Clipboard.

Note: If teams are not displayed, press <Tab> repeatedly to highlight Search and then press <Enter> (see Searching for Files, pg. 7).



Team Selection Screen

Edit Team

Select **Edit Team** to display your team roster. This option lets you change your player's name, number and ratings. Here's a quick way to scroll through the roster:

1 Press <**Tab**> repeatedly until the **up** or **down scroll bar arrow** is highlighted.

2 Press and hold <**Enter**> to scroll through the roster.

As you highlight a player, his individual statistics will appear at the top of the roster.

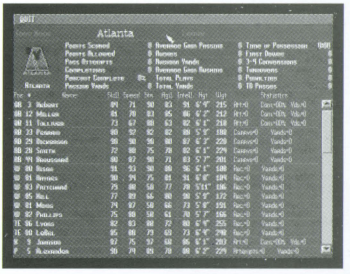
To change the name of a highlighted player: Use the <**left**>, <**right**>, <**up**> or <**down**> **arrow keys** to highlight the player you want to change. Use <**backspace**> to delete, then type in the new name.

To change his number or rating: Use the <**left**>, <**right**> **arrow keys** to highlight the item you want to change, press <**delete**>, then enter the new information. (Player attribute ratings range from 50 to 100.)

Note: Player positions cannot be changed.

To change the team name: Press <**Tab**> repeatedly until the team name is highlighted, then press <**Enter**>. Type in the new name in the Rename Team box and press <**Enter**>.

To return to the Clipboard screen, press <**Alt**> **Q** then type **X** to exit (or **C** to continue).



Team Roster Screen

Controls

This option lets you choose which controller you use to call plays and move players. Your choices are **Keyboard**, **Keypad**, **Joystick 1**, **Joystick 2**, **Mouse** or **Computer**.

Each player must select a different controller. For example, when Joystick 1 controls the Home Team, the Visiting Team cannot use Joystick 1. There is one exception – you may select **Computer** for both Home and Visitors. The computer will then play an entire exhibition game

Note: When you choose Joystick 1 or 2, the Joystick Calibration screen will appear before the game begins. Follow on-screen directions to calibrate your joystick. If you need to re-calibrate your joystick, press <Ctrl> + J any time during the game.

Passes

This option controls how your quarterback will pass the ball. There are four passing modes with varying degrees of difficulty. **Beginner** and **Intermediate** modes use stop-action so that the player can cycle through the receivers without the pressure of live-action. **Advanced** and **Pro** modes operate in real-time

- **Beginner:** This is a three step process:
  1. Press <**Ctrl**> to temporarily freeze the action.
  2. Press <**Ctrl**> again to display the primary receiver. Scroll through all eligible receivers by pressing <**Ctrl**> repeatedly. Look for the defensive coverage and the flashing marker which indicates where the quarterback will throw the ball.
  3. To pass, press <**Spacebar**> when you see the wide receiver you want. The quarterback will throw, and the receiver will automatically run to the flashing maker.
- **Intermediate:** This option operates exactly like Beginner with one exception. When you pass the ball, you immediately gain control of the receiver. Then it's up to you to direct him to the flashing marker (and hopefully, the ball).
- **Advanced:** With this option, pressing <**Ctrl**> displays three passing windows. These windows show where your receivers are and their designated target markers. To pass, press <**Ctrl**>. Now press and hold **Q**, **W**, or **E** for the desired window selection, then press <**Spacebar**> to pass to that receiver. Your receiver will automatically run to the target. Watch out for that pass rush!
- **Pro:** The most challenging passing mode. To pass, follow the same steps as in **Advanced**. Once you throw the ball, you must guide your receiver to his flashing target marker to complete the pass. Good Luck!.

Note: Refer to the enclosed Control Card for instruction on how to pass, etc., using other controllers.

UNNECESSARY ROUGHNESS

Play/Coach

The Play/Coach option determines who will call the plays and move the players on the field.

- **Coach:** You call the plays and the computer executes them on the field.
- **Play:** You move the players and the computer calls the plays.
- **Both:** You call the plays and move the players.

Fatigue

You can toggle the Fatigue option on (**Yes**) or off (**No**).

- **Yes:** Often-used players may tire and not be able to give 100% as a game goes on.
- **No:** All players perform at 100%.

To view fatigue while in a game: At the Play Selection screen, enter the team roster by pressing <**Ctrl**> and selecting **Substitutions**. When the roster appears, look in the first column labeled **En**.(energy). If a player's energy is low, give him a rest by substituting another player for a few plays.

Fumbles

The Fumbles option can be turned on (**Yes**) or off (**No**).

- **Yes:** Solid hits can jar the ball loose from your ballcarrier.
- **No:** Your ballcarriers will not fumble.

Injuries

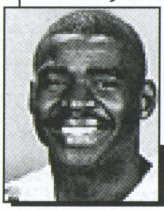
You can toggle the Injuries option on (**Yes**) or off (**No**).

- **Yes:** All players are susceptible to injury. Injured players will remain out of action for one to four weeks.
- **No:** No player is susceptible to injury.

Penalties

Turn the Penalties option on (**Yes**) or off (**No**).

- **Yes:** Referees penalize your team for rules infractions like Delay of Game, Offsides, etc.
- **No:** Penalties are called but penalty yardage is not assessed.



"When we were trying to make the playoffs, it was a fantasy. Once we made the playoffs, it was a dream. Now it's a reality. I'm a happy man."
Michael Irvin

Game Control Options

Quarters Length

This option allows you to set the length of each quarter — **3:00**, **5:00**, **10:00**, or **15:00** (standard NFL quarters) minutes.

Weather

The Weather option determines the climatic conditions under which your game will be played. You have three choices: **Sun**, **Rain**, **Snow**.

Wind

The Wind option can be turned on (**Yes**) or off (**No**).

- **Yes:** Wind can affect a quarterback's ability to accurately pass and a kicker's accuracy and distance.
- **No:** The wind does not have an effect on passing or kicking.

Use the Weather and Wind options to create a variety of conditions that simulate real outdoor action. A game played in rain quickly turns the field into a quagmire, making the ball slick and hard to hold. A snowstorm will make for frozen, slippery turf and cold fingers that are susceptible to fumbles.

Game Control Buttons

Start

This option takes you right to the coin toss. You must, however, select your Home Team and Visiting Team before choosing this option. Team and game options can be set during the game (with the exception of quarter length).

Resume Game

This option allows you to resume a saved game (see **Saving A Game**, pg. 36.) When you choose **Resume Game**, a Load Game screen displays the names of your saved games. Press the <**down**> **arrow key** to scroll through this list. When a saved game is highlighted, the name of the game, quarter, length of quarter, time remaining, and game score is displayed.

Press <**Enter**> to load the highlighted game and return to the Options Clipboard.

Cancel

This option returns you to the Main Menu. Press <**Tab**> repeatedly to highlight **Cancel** and press <**Enter**>, or press <**Esc**>.

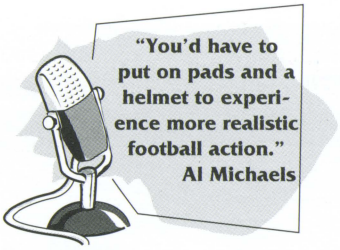
Game Play

Unnecessary Roughness gameplay begins with a coin toss that determines who kicks off and who receives. The Visiting Team is prompted to select **Heads** or **Tails**. A keyboard player presses **A** and **D** then presses <**Spacebar**>. A keypad player presses <**left**> and <**right**> **arrow keys,** then presses **0**.

The winner of the toss is prompted to choose **Receive** or **Kick**. A keyboard player presses **A** or **D** and then presses <**Spacebar**>. A keypad player presses <**left**> or <**right**> **arrow keys** and then presses **0**. A joystick player aims left or right and presses the fire button. A mouse user points and clicks on **Receive** or **Kick**.

Note: If the computer is the Visiting Team, it will automatically make a choice.

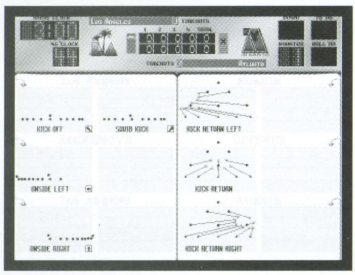
Now it's time for kickoff.



Kickoff

After the toss of the coin, both teams are prompted to select a play from an on-screen playbook. To select a play, a keyboard player presses **Q**, **A**, **W** and/or **E** and a keypad player presses **4**, **7**, **8** or **9**. (Each play has a corresponding select key in the corner.) Get ready for action!

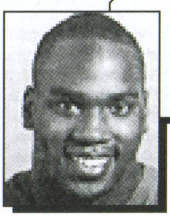
Note: Refer to the enclosed Control Card for instructions on how to select plays with other controllers.



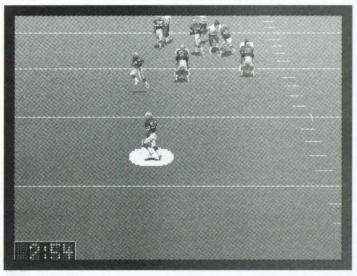
Kickoff Playbook Screen

When play begins, the kicker will automatically run toward the ball and kick it. The receiver will then attempt to catch the ball. A flashing marker follows the kick return specialist as he runs. This marker identifies which player you are controlling (i.e., the player who has the ball).

Note: Players controlled on the Home Team will be designated with a flashing yellow marker; the Visitor will show a flashing blue marker.



"I'd rather be on the line of scrimmage making things happen."
Derrick Thomas [3]



Receiver with Marker

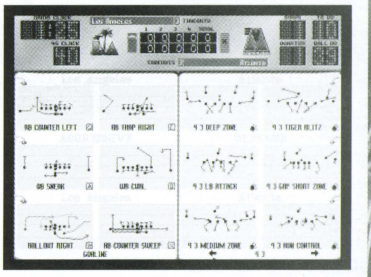
Refer to the enclosed **Control Card** for instructions on moving key offensive or defensive players.

After the kick return, a Play Results screen is displayed. If you're playing with referees, you'll also see the referee signal first down, touchdown, etc.

You're now ready to run your first play from scrimmage. Press <**Enter**> to continue.

Running a Play

Both players select a play from side-by-side playbooks. The playbook offers each coach a choice of numerous plays. Each play is diagrammed showing player positions and routes. If the Penalties option is on, you have 45 seconds to make your choice, or a five-yard Delay of Game penalty is assessed.



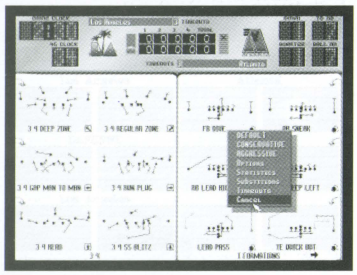
Play Selection Playbooks

To select a play with the keyboard or keypad: Press the **keyboard letter** or **keypad arrow** that matches the arrow or letter displayed in the lower right portion of a play.

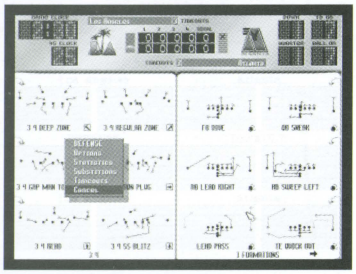
To turn the pages of the Playbook: Press the **keyboard Z** or **C** or the **keypad 1** or **3**.

At the Play Selection screen you can call up a special Offensive or Defensive menu and change the game aspects. Here's how:

- **Keyboard or keypad:** Press the left <**Ctrl**> key or keypad **0**. Press **W** or **X** (keyboard) or <**up**> or <**down**> **arrow key** (keypad) to highlight the option you want, then press <**Spacebar**> or keypad **0**.
- **Joystick: Press the fire button**. Press **up** or **down** on your joystick to highlight an option, then press the **fire button**.
- **Mouse:** Click the **right mouse button**. Place the cursor over the option you want, then click the **left mouse button**.



Offensive Option Menu



Defensive Option Menu

UNNECESSARY ROUGHNESS

The options in the special Offensive or Defensive Menu let you switch playbooks, go to the **Options** Clipboard, View **Statistics**, make player **Substitutions** or call a **Timeout**. Most options apply to both the offense and defense but some are specific to each.

Here's how to use these special options.

The top-most selections are playbooks (denoted by capital letters). There are three offensive playbooks and one defensive playbook. To activate a playbook press your **<up>, <down>, <left> or <right> arrow keys** to highlight your choice. The three offensive playbooks are:

- **Default:** A mixture of short and long passing and running plays.
- **Aggressive:** Opens up the passing attack for more scoring.
- **Conservative:** A ball control offense with short passing and running plays.

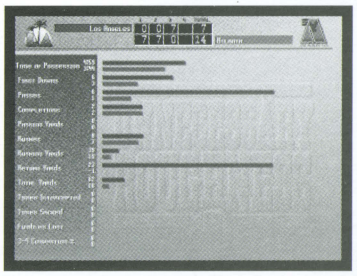
Options

This returns you to the Options Clipboard, where you can change game options (see **Changing Game Options**, pg. 32).

Statistics

This option lets you review updated game statistics. The statistics are shown in two forms: Numerical columns on the left and matching bar graphs on the right. Team totals are shown in blue (visitors) and red (home team).

Game statistics are also shown at the end of quarters. Press **<Enter>** to continue.



Statistics Screen

Substitutions

This option displays the team roster. Press **W**, **X** or <**up**> <**down**> **arrow keys** to highlight a player. Press <**Spacebar**> or **keypad** + to select. Press **W, X** or the <**up**> <**down**> **arrow keys** to move the player to a new position then press <**Spacebar**> or **keypad** +.

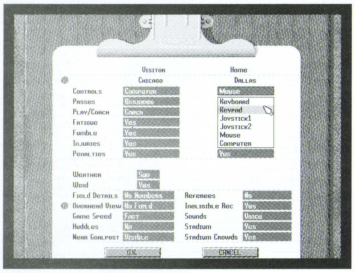
Timeouts

Each team can call 3 timeouts per half.

Cancel

This returns you to your playbook without changes.

Changing Game Options



Options Clipboard

Press <**F2**> during gameplay to display the Options Clipboard. This clipboard lets you change the same options you had on the Single Game Clipboard screen. It also has additional options for the look and sound of the stadium and field.

Field Details

- **Normal Field:** Standard football field. There are lines every five-yards, hash marks, and field markers.
- **Bare Field:** No hash marks or numbers or grass texture.
- **No Numbers:** No field numbers.

Note: Setting Field Detail to Bare Field or No Numbers can increase the speed of gameplay.

Overhead View

This option will let you split the regular play screen and an overhead (in X's and O's) of all players.

- **No Field:** No overhead view; the entire screen is for gameplay.
- **X & O's:** Overhead view with players shown as X's (defense) and O's (offense). All player's locations are shown, even those away from the line of scrimmage.
- **Player #:** Overhead view with players shown by their numbers.

Game Speed

This option determines how fast your on-field players perform. Your choices are: **Fast**, **Medium Fast**, **Medium**, **Medium Slow** or **Slow**. Use these options to slow down the game. The exact effect of these options depends on the speed (in megahertz) of your computer. **Fast** plays the game at your com-puter's normal high-speed setting. The faster your computer, the more you are able to slow the pace of the game.

Huddles

- **Yes:** Plays begin after both teams huddle.
- **No:** Plays begin without a huddle.

Near Goal Post

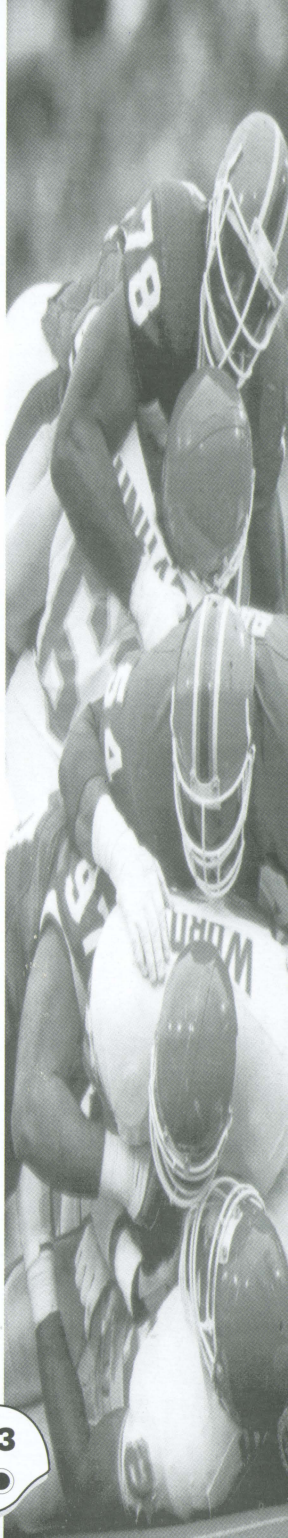
This option lets you choose whether the goal post nearest to you is visible:

- **Visible:** The goal post is clearly in sight.
- **Transparent:** The goal post is an outline and the field behind it is visible.
- **Not Visible:** Hides the near goal post.

Referees

This option determines whether a referee graphic will appear after a play. (Penalties may still be called even if you choose **No** referees.)

- **Yes:** Plays game with referees.
- **No:** Plays game without referees.



Ineligible Rec (receiver)

- **Yes:** The ineligible receiver penalty can be called.
- **No:** No penalty for ineligible receivers.

Sounds

This option controls the gameplay sounds.

- **Silence:** No play-by-play, crowd noise or pad-popping.
- **Sound Effect:** Player contact sounds (hitting, grunting, etc.) and referee whistles.
- **Voice:** Al Michaels calls the play-by-play.

Stadium

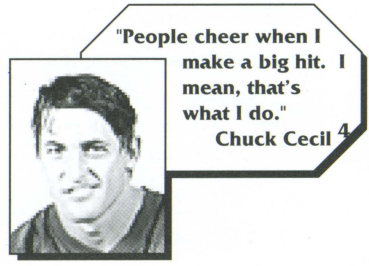
This option lets you determine where your games are played:

- **Yes:** Fan-filled enclosed stadium.
- **No:** Open playing field without crowd or stadium.

Stadium Crowd

- **Yes:** Sell out crowd.
- **No:** No fans.

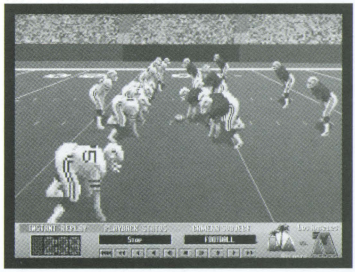
Note: Setting Stadium or Stadium Crowds to No will speed up gameplay.



Using Instant Replay

Instant Replay lets you view your last play from various camera angles and isolate the movements of any player. Press <**F3**> at the Play Results screen to view the Instant Replay screen.

This screen displays the time clock, ten push buttons, Playback Status and Camera Subject.



Instant Replay Screen

- **Playback Status:** Identifies the Instant Replay button that is activated.
- **Camera Subject:** Displays the position, number and name of the player who will be isolated during the replay.
- **Push buttons:** Here's a listing of the buttons and their functions:

Z	Rewind to beginning	**Spacebar**	Stop
X	Fast Reverse	**N**	Frame Advance
C	Reverse	**M**	Slow Forward
V	Slow Reverse	**,**	Play
B	Frame Reverse	**.**	Fast Forward

Tab displays a split screen, overhead view with X's and O's or player numbers (see **Overhead View**, pg. 33).

To isolate players: Press **Q** through **{** to display the Home players or **A** through **;** to show the Visitors. The player's name will appear in the camera subject window. Pressing <**Enter**> will change the camera subject to **Football**.

To change cameras: Press **1** - **0** on your keyboard.

Press <**Esc**> to exit Instant Replay and return to the Play Selection screen.

Changing Playing Field View or Camera Angles

The default view of action is from one end zone, slightly elevated over the players' heads. You can, however, change your view during a play or instant replay, here's how:

Action	During Gameplay	Instant Replay
Zoom Out	<Shift> + <Pg Up>	<Pg Up>
Zoom In	<Shift> + <Home>	<Home>
Move camera closer	<Shift> + <Pg Dn>	<Pg Dn>
Move camera away	<Shift> + <End>	<End>
Tilt Up	<Shift> + <Up> Arrow	<Up> Arrow
Tilt Down	<Shift> + <Down> Arrow	<Down> Arrow
Rotate Field	<Shift> + <Left> <Right> Arrow	<Left> <Right> Arrow

To change camera angles without stopping play: Press **1- 0** on your keyboard.

Note: Camera presets 9 and 0 do not allow for field rotation.

Customize Camera Presets: Use the commands above to change the camera angle to your preference. When you are satisfied with the angle, press and hold <**Shift**> and **1** to save that setting as Camera 1. Repeat for all cameras.

Saving a Game

To save a game, press <**Esc**> while on the Play screen or the Play Selection screen. You will be prompted, "Save Game Yes, No or Resume." Select **Yes** to go to the Save Game screen, **No** to cancel the game (and go to the Main Menu) or **Resume** to continue the game.

At the Save Game screen, select the drive and directory where you want to save the game. You can accept the default name and directory by selecting **OK**.

To give the saved game another name, type over the default name (Team A vs. Team B). Use <**Backspace**> to fix mistakes. When you're satisfied with your changes, select **OK** to save the game and return to the Main Menu.

Select **Cancel** to return to your game.

CHAPTER 3

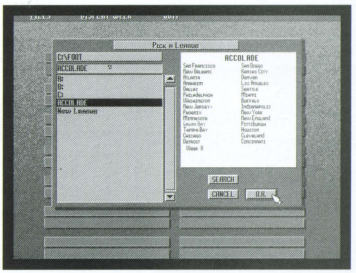
Season Play

For pure excitement, there's nothing like driving for a league championship. Game by game, the competition grows increasingly intense as you move toward the playoffs, where winning is everything and a loss could mean "sudden death" — and the end of your season.

With Season Play, you pick the team you want to guide through the regular season, then — if you win enough games — into the playoffs and a shot at the World Championship.

Season Play also lets you print league schedules and standings, review game scores and look at upcoming weeks' games. It lets you decide whether you want to control the action yourself or let the computer simulate gameplay.

Select **Season Play** from the Main Menu to view the Pick a League screen.



Pick a League Screen

The Pick a League screen displays a directory with a list of all the leagues available (see **Leagues**, pg. 47). A roster of the league teams is also displayed as you scroll through the roster of leagues. The screen also displays **Cancel**, **OK** and **Search** buttons (see **Searching for Files**, pg. 7).

Note: *Unnecessary Roughness* comes with one league – the Accolade League.

Note: To return to the Main Menu without loading a league, select Cancel or press <Esc>.

Use the <**up**> and <**down**> **arrow keys** to highlight the league you want. Then press <**Enter**> or select **OK** to go to the Season screen.

What you must do next depends on whether you're beginning a new season or resuming a campaign.

Beginning a Season

Although *Unnecessary Roughness* lets you design and play in multiple leagues, you can guide only one team per league during Season Play.

To select a league and team for Season Play:

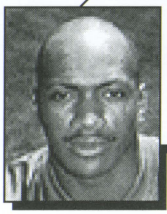
1 Use your <**up**> or <**down**> **arrow keys** to highlight a league displayed in the Pick a League screen directory. Press <**Enter**> or select **OK**.

2 Press <**Alt**> + **F** to pull down the File Menu then press **N** to select **New Season**. Press **Y** to respond to "Are you sure." or select **OK**.

Note: Pressing Y will start the current season over. Do not press Y if the Season is in progress and you want to continue.

3 Use your <**up**> or <**down**> **arrow keys** to highlight the team you want on the Pick a Team screen, then press <**Enter**> or select **OK**. The Select a Season option will appear (see **Select Season Options**, pg. 39).

4 Use your <**up**> or <**down**> **arrow keys** to select **'93 Season**, **Based on Previous**, or **Random**, then press <**Enter**>. *Unnecessary Roughness* will prepare the league, then your team will be highlighted.



"I like having to win. I like when just getting there is not enough, when you have to win it all."
Tim McDonald 5

Continuing a Season

Use your <**up**> or <**down**> **arrow keys** to highlight a league displayed in the Pick a League screen directory, then press <**Enter**> or select **OK**.

If a Season was started for the league selected, the screen will automatically display that leagues' current progress.

See **Files,** pg. 40, and **Display Week**, pg. 42, for information on how to proceed.

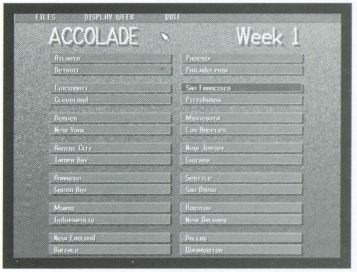
Select Season Options

- **'93 Season**: Determines each team's schedule based on the NFL's 1993 schedule.
- **Based on Previous:** Determines each team's league schedule based on performance from a previous season. This creates a schedule similar to the pros, in which previously successful teams' schedules are tougher than previously unsuccessful teams.
- **Random:** Determines each team's league schedule based on a randomly generated pattern.
- **Cancel:** Exits the Select a Season option and returns you to the Pick a Team screen.

Follow the instructions in **Season Play Options**, below, to start and play a league season.

Season Play Screen

The Season Play screen displays all the league's teams and matchups for any given week of the 18-week season. The toolbar menu has the following options: **Files**, **Display Week** and **Quit**.



Season Play Screen

Files

The Files Menu offers seven selections, **Load**, **New Season**, **Options**, **Print**, **Standings**, **Play** and **Simulate** (see **Options Common to All Toolbar Menus**, pg. 8, for details on Load and Print).

Load

This option allows you to load a league. If you have already loaded a league, you can choose Load again and replace the displayed league.

New Season

This option clears the results of games played during a league season and starts a new season. After you select **New Season**, *Unnecessary Roughness* displays an "Are You Sure? Yes or No" warning message.

Select **No** to change your mind and return to the league.

Select **Yes** to start a new season.

Options

This selection takes you to the Options Clipboard, which allows you to change a variety of game-play features (see **Changing Game Options**, pg. 32.).

Print

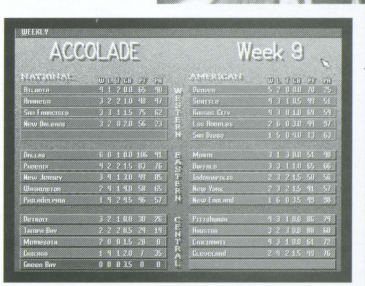
The Print option allows you to print hard-copy or text-file versions of the following information:

- League standings, showing each team's wins (**W**), losses (**L**), ties (**T**), games behind (**GB**) the divisional leader, points scored (**PF**, points for) and points allowed (**PA**,).
- Week-by-week results or schedule.
- Playoff pairing or results.

See **Print** (Chapter 1), pg. 9, for more details.

Standings

This option displays the current league standings, showing each team's wins (**W**), losses (**L**), ties (**T**), games behind (**GB**) the divisional leader, points scored (**PF**, points for) and points allowed (**PA**).



Standings Screen

The Standings screen offers a Weekly Menu with three choices: **Options**, **Print** and **Weekly**.

- **Options:** Moves you to the Game Options Clipboard (see **Changing Game Options**, pg. 32).
- **Print:** Allows you to print paper or electronic copies of this league's standings as well as the week-by-week schedule and/or results.
- **Weekly:** Select **Weekly** to return to the Season Play screen.

The Standings option also lets you view the team roster. To do so, highlight the team whose roster you want to see, then press <**Enter**>. When you exit the team roster, you will return to the Standing screen.

Play

Select this option to begin a Season game involving the team you're controlling. (See **Single Game**, pg. 21 - 36, for details on playing a game.)

Note: When you play a Season game, you can lead the team you've selected against the computer or a friend. These games will count in league standings.

Simulate

This option lets the computer simulate **all** games on the week's schedule. If you want to play your team's game, **do not** select Simulate until after you have finished your game . After you select **Simulate**, the computer will complete the week's remaining matchups. Repeat the process for each week of the season.

Press <**Esc**> to halt simulations. You're then prompted, "Are You Sure?: Yes or No". Select **Yes** to halt simulations. Select **No** to continue.

If you halt the simulation, the results of the games simulated up to that point will be displayed. You can continue simulation from that point at another time.

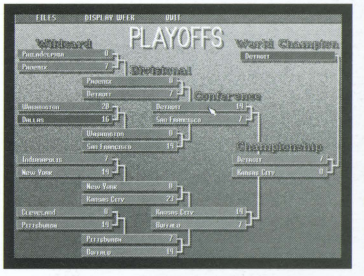
Display Week

This set of options allows you to look at each week's schedule (for upcoming games) or results (for games already played). The choices are **Previous Week**, **Next Week**, **Weeks 1 through 18**, and **Playoffs**.

- **Previous Week**: This option displays Season results for the previous week. This is only available from Week 2 through the playoffs.
- **Next Week:** This option displays the Season matchups for the upcoming week.
- **Weeks 1 through 18:** Displays the schedule or results for that week's games. For example, to view the schedule of games or results for the tenth week of the season (i.e., Week 10), highlight **Week 10,** using the <**up**> or <**down**> **arrow keys**, then press <**Enter**>.

Note: If the games have already been played, you'll see game scores, with the winning team's logo displayed to the left (for teams in the left column) and right (for teams in the right column).

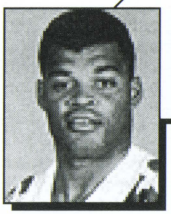
- **Playoffs:** Displays the Playoff screen showing the matchups for the playoffs. The National Conference is in green and the American Conference is in red. Only six teams in each conference — the three division winners and the three teams with the next best records in each conference — qualify for the playoffs.



Playoff Pairing Screen

There are four rounds of games played during the playoffs. Here is a description of each:

- **First Round:** The six wildcard teams (non-division winners with the best win–loss record) and the two division winners with the worst records will play in the first round. The two division winners will play the two wildcard teams with the worst records.
- **Second Round:** The first-round winners move on to the second round to face the remaining four division winners.
- **Third Round**: The winners from the second round advance to the third round to decide the Conference Championships.
- **Fourth Round:** The two Conference Champions play for the World Championship.



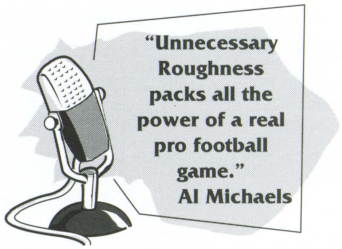
"My personal goal is to be considered one of the best at what I do."
Ken Norton, Jr

Saving a Season Game

To save a Season Game, press <**Esc**> any time during the game. You will be prompted, "Save Game" Yes, No or Resume". Select **Yes** to save (and go to the Main Menu) or **No** to cancel the game (and return to the Season Play screen). Select **Resume** to continue the game.

If you saved the game, you'll resume it the next time you select **Play** from the Season Play screen.

If you cancelled the game, select **Play** from the Season Play screen to begin that game again, or select **Simulate** to have the computer simulate that game.



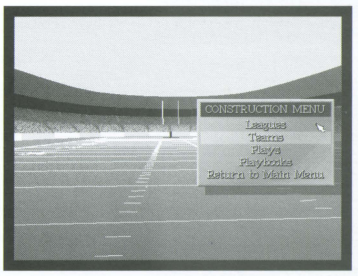
CHAPTER 4

THE CONSTRUCTION SET

Building Football Dynasties

Select **Construction Set** from the Main Menu to view the Construction Menu. The Construction Set puts you in control of nearly every aspect of your *Unnecessary Roughness* football leagues.

This chapter shows you how to build leagues, teams, plays and playbooks. The next few pages will give you background information about using the Construction Set. If you want to jump right in, skip to **Leagues**, pg. 47.



Construction Menu

Note: If you don't want to take the time to use the Construction Set right away, don't worry. *Unnecessary Roughness* comes ready to play with a league and full complement of teams, plays and playbooks. Simply choose Load from the appropriate Construction Set Menu, then select the teams and plays you want.

Use the Leagues and Teams options to be a commissioner and establish leagues.

Use the Teams option to be a team owner and general manager. Develop team images — give them names, design uniforms and logos.

Use the Plays and Playbooks options to be a coach. Create new offensive and defensive plays or modify existing ones, then incorporate those plays into a strategy-setting playbook.

No One Way

The Construction Set gives you the power to be a winner. Just like the pros, there is no right way to use the Construction Set. Some teams will win with a high-powered offense; others with an overwhelming defense.

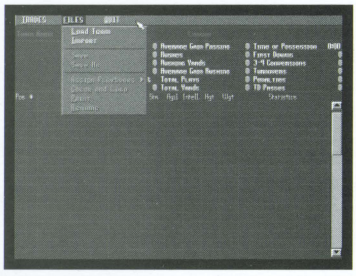
Experiment with the options and develop a variety of plays and strategies. Make starting lineups. Practice designing or running plays against an opponent or the computer.

Construction Set Guidelines

Just like real football, how you structure *Unnecessary Roughness* teams and leagues is up to you. However, there are several things you need to do first.

For instance, before you can assemble your own leagues, you must design teams using the Teams option (unless you are assembling a league with the default teams). Also, you must use the Plays option to design a play before adding it to a playbook.

Load before you save: Only white highlighted options may be selected from the toolbar menus. The grayed-out options become available after you select other options. In the following screen shot, you can select **Save** or **Save As** only after you've used **Load**.

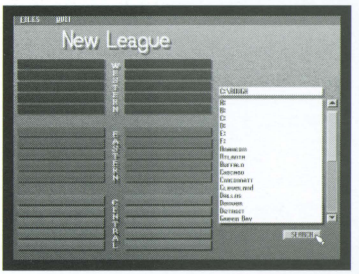


Pulled Down Menu

Leagues

The Leagues option lets you be the commissioner. You can create or modify your league structure for Season play by moving teams to different divisions (see **Creating Leagues** or **Moving Teams**, pg. 39). You can also change your league name and view league standings.

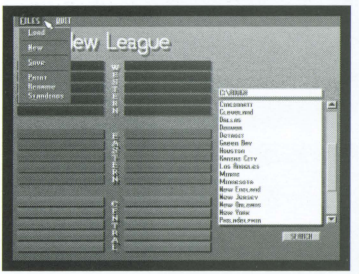
Select **Leagues** from the Construction Menu to view the Leagues screen. This screen displays the National (green) and American (red) Conferences. The conferences are split into Western, Eastern, and Central Divisions. A directory of teams appears to the right above the Search button (see **Searching for Files**, pg. 7). The League screen toolbar has two options: **Files** and **Quit**.



League Screen

Files

The Files Menu has six options: **Load**, **New**, **Save**, **Print**, **Rename** and **Standings**. New and Standings options are described below. For information on **Load**, **Save**, **Print** and **Rename,** see **Options Common to All Toolbar Menus**, pg. 8.



League Screen Files Menu

New

The New option lets you clear the League screen. Select **N** from the Files Menu to clear teams from the conferences and divisions on the League screen, then follow steps 1 through 5 under **Creating Leagues**, pg. 39, to make new changes.

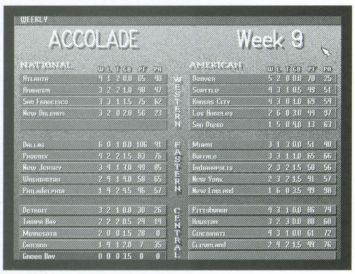
Note: Unnecessary Roughness' National Western and American Central divisions contain four teams.

Standings

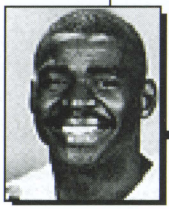
To view a league's standings, first load the league (see **Load**, pg. 8.), then select **T** from the Files Menu. This displays your team's performance during the season. Just like the newspapers, the standings show how the division races are shaping up. Teams are listed in the order from most wins to most losses.

The standings show each team's wins (**W**), losses (**L**), ties (**T**), the number of games behind the division leader (**GB**), number of points for (**PF**) and number of points allowed (**PA**).

Select **Exit Now** from the Quit Menu to return to the Leagues screen.



Standings Screen



"I love this game so much now. I wish the games were six quarters long, not four." Michael Irvin [7]

Creating Leagues

The teams located in the League screen's directory can be used to create your own league. To move teams from the directory to the team divisions (or vice versa):

1 While on the League screen, press <**Tab**> to access the directory.

2 Use the <**up**> or <**down**> **arrow key** to highlight the team you want, then press <**Enter**>

3 Use the **arrow keys** to move the team to a division or back to the directory.

4 Press <**Enter**> to place the team.

5 Repeat the process to move other teams.

Select **Save** from the Files Menu to save changes (see **Save**, pg. 9).

Note: When you place a team over another team, the overwritten team returns to the directory.

Moving Teams

After you have loaded a league (see **Load**, pg. 8), you can move or remove teams. Here's how:

1 Use the **arrow keys** to highlight the team you want.

2 Press <**Enter**>. The Remove prompt will appear.

3 Use the **arrow keys** to move the team to a new position or over the Remove prompt.

4 Press <**Enter**> to place or remove the team.

5 Repeat the process to move other teams.

Select **Save** from the Files Menu to save changes (see **Save**, pg, 9).

Note: When you place a team over another team, the two teams switch places. When you remove a team, you can replace it with any team from the directory.

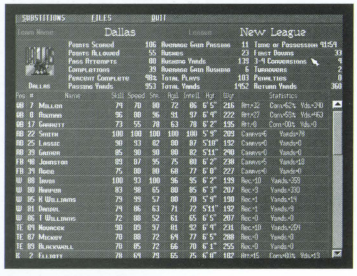
Teams

Select **Teams** from the Construction Menu to view the Teams screen. This option lets you make changes to existing *Unnecessary Roughness* teams or design new teams. You can design team logos and uniforms, substitute players and study their abilities. Before you can use any of the Team options, you must first load a team (see **Load**, pg. 8).

After you have loaded a team, the screen displays the team name, logo and roster. You can make changes to the team using the screen's three toolbar menus: **Substitutions**, **Files** (see pg. 51-57) and **Quit**, (see pg. 10)

Team Roster

After you load a team, the Team Roster shows your players' names, positions, and uniform numbers. It also displays individual attribute levels in seven categories: **Skill**, **Speed**, **Str** (strength), **Agil** (agility), **Intell** (intelligence), **Ht** (height) and **Wgt** (weight). You can change any of these attributes by highlighting the number you want to modify then typing a new number.



Teams Screen

To change player names, numbers or skill levels:

1. Use your **arrow keys** to move your cursor to the right of the player name, number or skill level you would like to change. The player's picture and statistic categories will appear above the roster.
2. Use <**Backspace**> to delete the text.
3. Type in the new name or number.
4. Repeat the process for other changes.

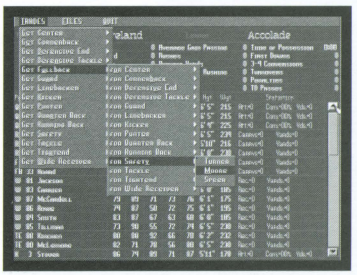
Select **Save** or **Save As** to save changes (see **Save**, pg. 9)

Note: Player attribute numbers range from 50 to 100. Numbers typed in above or below this range will default to the maximum or minimum value.

Tip: Use the Print option to print (see pg. 9) a hard copy of each team's roster including skills information.

Substitutions

The Substitutions Menu allows you to substitute players one at a time. Select **Substitutions** to view this menu.



Substitutions Menu

You can substitute players regardless of their position. For example, you can substitute a center for a guard, a running back, or even a quarterback.

You can make substitutions **after** you have loaded a team into the Team screen, here's how:

1 Select **Substitutions** from the toolbar. A list of player positions will appear.

2 Use your <**up**> or <**down**> arrow key to highlight the player position you would like to get. A player position list for substituting will appear to the right.

3 Use your <**right**> **arrow key** to access the menu of players you would like to substitute for.

4 Use your <**up**> or <**down**> **arrow key** to highlight the player position you want to substitute. The player(s) name will appear.

5 Use your <**right**> **arrow key** to access the menu of players to substitute, then use your <**up**> or <**down**> **arrow key** to highlight the player.

6 Press <**Enter**> to complete the substitute.

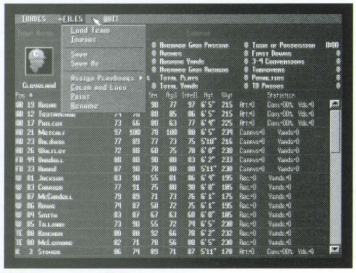
7 Repeat the process for other substitutions.

Notes:

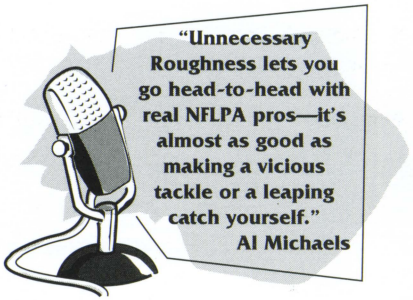
- **When you substitute away one of your players, such as the quarterback, you will reduce the number of quarterbacks on your team roster. The player you get in return for that quarterback will be generic. Use steps 1- 4 under Team Roster, pg. 40, to change his name, number and/or skill levels the way you want.**
- **When you make a change to your roster using the substitutions option, the change cannot be saved to the Unnecessary Roughness team. To be able to save changes, select Save As from the File Menu (see Options Common to All Toolbar Menus, pg. 8) to rename your new team.**

Files

The Files Menu offers four unique options: **Assign Playbooks**, **Color and Logo** and **Delete Logo**. (It also offers **Load Team**, **Save, Save As**, **Print** and **Rename,** see **Options Common to All Toolbar Menus**, pg. 8-10.)

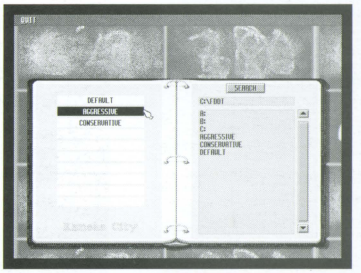


Files Menu



Assign Playbooks:

Unnecessary Roughness lets you assign offensive and defensive playbooks for your team. You can have up to ten playbooks at your disposal during gameplay. The Assign Playbooks screen displays an offensive or defensive playbook, depending on your selection.



Assign Playbook Screen

The left page includes three offense playbooks: Default, Conservative and Aggressive; or one defense playbook: Defense. It also includes empty spaces (seven for offense; nine for defense) for new plays. The right page displays a Search button (see **Searching for Files**, pg. 7) and a directory of available playbooks (see **Playbooks**, pg. 68). Here's how to assign playbooks:

1 Select **Assign Playbooks** from the Files Menu. An offensive or defensive option will appear to the right.

2 Select **Offense** (or **Defense**) to go to the assign playbooks screen.

3 Use your **arrow keys** to highlight a new playbook listed in the directory and press <**Enter**>.

4 Use your **arrow keys** to move the playbook to a blank space on the left page of the current playbook and press <**Enter**> to install.

5 When additions are complete, select **Exit Now** from the Quit Menu to return to the Team screen.

6 Repeat steps 1 - 5 to make assignments to a defensive (or offensive) playbook.

To Remove Playbooks

1 Follow steps 1 and 2 above to enter the Assign Playbooks screen.

2 Use your **arrow keys** to highlight a playbook you wish to remove and press <**Enter**>.

3 A Remove prompt will appear. Using your <**down**> **arrow key**, move the playbook over the **Remove** prompt and press <**Enter**>.

4 When deletions are complete, select **Exit Now** from the Quit Menu to return to the Team screen.

Note: When you remove a playbook, you are not deleting it from the directory. You are only deleting it from that team's playbook list.

Color and Logo

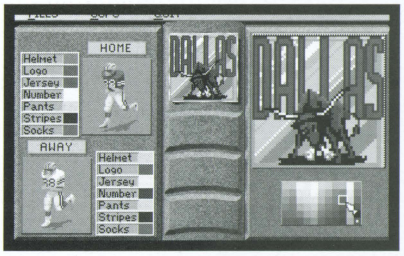
This option lets you change the color of your team's uniform or logo. You can also import or export *Unnecessary Roughness* logos and logos created in other applications that support the .LBM format. Select **Color and Logo** from the Files Menu to view the Color and Logo screen. The toolbar options are:

- **Files:** This option gives you four choices: **Import Team Logo**, **Import Logo**, **Export Logo** and **Clear Logo**, see pg. 54 - 56 for details.
- **Oops!:** Select this to undo any unsaved changes to a logo.
- **Quit:** Select this option to exit the Color and Logo screen or continue changes.

This screen's work area displays two players, one in home colors and one in away colors. It also displays their team logo in duplicate.

Note: To save changes to the Color and Logo screen, select Exit Now from the Quit Menu to display the Save option.

UNNECESSARY ROUGHNESS



Color and Logo Screen

To change your home or away uniform colors:

1 Select **Color and Logo** from the Files Menu. The Color and Logo screen will appear.

2 Use your <**up**> or <**down**> **arrow key** to highlight the item you want to change and press <**Enter**>. A color pallet will appear.

3 Use your **arrow keys** to highlight any color on the pallet and the item will match that color.

4 When the color you want is highlighted, press <**Enter**>.

5 Repeat this process for each item you want to change.

To change the logo:

1 Use <**Tab**> to highlight a color in the pallet located below the large logo screen. Use the **arrow keys** to select a color.

2 Press <**Tab**> to activate the cursor in the logo screen.

3 Press <**Shift**> to paint an individual pixel or press and hold <**Shift**> with an **arrow key** to paint multiple pixels.

4 Repeat the process for other colors.

Notes: We recommend using a mouse for logo modification/drawing.

Import Team Logo

To import an *Unnecessary Roughness* team logo:

1 Select **Import Team Logo** from the Files Menu. The Import Team Logo screen will appear.

2 Highlight each team to view its logo.

3 When you find a logo you want to import, press <**Enter**>.

Import Logo

To import a logo created in other applications that support .LBM format:

1 Select **Import Logo** from the Files Menu. The Import Logo screen will appear.

2 Select **Search**. This will bring up other .LBM logo files that are on your hard drive.

3 Use the **arrow keys** to scroll through the .LBM files. A picture of each logo will appear.

4 When you find the logo you want, press <**Enter**> or select **OK**. You will return to the **Color and Logo** screen.

Export Logo

To export a logo in the .LBM format so it can be modified in another application:

1 Select **Export Logo** from the Files Menu. The Export Logo screen will appear.

2 Press <**Tab**> to move the cursor to the logo name, then type in the name you want for that logo. If there is already a name, you can backspace over it to assign a new name (the program directory will only recognize the first eight letters you type).

3 Press <**Enter**> to export. You will return to the Color and Logo screen.

Clear Logo

Select **Clear Logo** from the Files Menu to erase the currently displayed team logo. Although you can modify and save an existing logo, this command starts you with a fresh slate. See **To change the logo**, pg. 55, for creating a new logo.

Plays

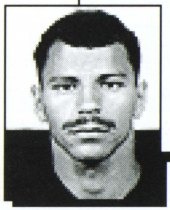
Nothing defines a team better than its plays. Some coaches run flashy passing offenses which score lots of points, while other coaches use a bust-them-up-the middle running attack that controls the clock and keeps the ball away from the opposition.

The Plays option allows you to be the coach – you can change all the plays that came with your game or create new ones. You also can watch your players practice a new or changed play. When you are satisfied with the play, you can add it to your playbook (see **Playbooks**, pg. 68).

To begin, select **Plays** from the Construction Menu to display the Plays screen.

Plays Blackboard Screen

The toolbar options are: **Offense**, **Defense**, **Display**, **Practice**, **Oops** and **Quit**. This screen is where you design your own offensive and defensive plays. When you load a play or formation using the **Offense** or **Defense** option on the toolbar, that play will be displayed on the blackboard and notepads. The Defense is on top and offense is on the bottom. The text below the notepads describes an isolated player's instruction for that play.



"To play cornerback, you have to be the best athlete on the field. If you want to be the best cornerback, you have to play like a linebacker, too."
Ron Woodson [8]

Offense and Defense Options

The choices on **Offense** and **Defense Menus** are: **Load Plays**, **Load Formations**, **Load Team**, **Save**, **Save As**, **Rename** and **Clear Offense/Defense**. For information on **Save**, **Save As** and **Rename**, see **Options Common to All Toolbar Menus**, pg. 8.

Load Plays and Load Formations

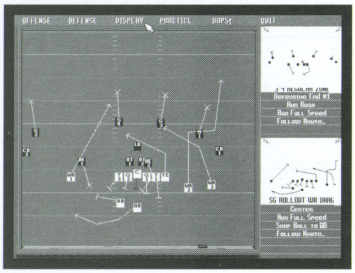
To load a play or formation onto the blackboard:

1 Select **Load Plays** or **Load Formations** from the Offense or Defense Menu and press <**Enter**>.

2 Use the **arrow keys** to scroll through plays or formations. When highlighted, the play or formation is displayed to the right of the directory.

3 Press <**Enter**> or select **OK** to load the play or formation and return to the blackboard.

See **Designing Plays that Work**, pg. 61, for details on designing a play out of a given formation or play.



Offensive and Defensive Play on Blackboard

Load Team

You must load a team to Practice the plays you view or design. Use this option to load the team (see **Load**, pg. 8).

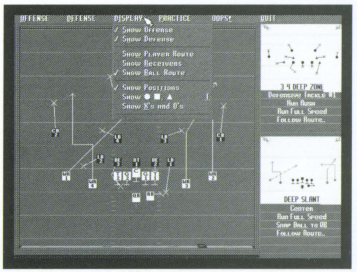
Clear Offense/Defense

Use this option to clear individual player movements and routes. Now you can draw new routes and schemes for your players.

Follow the instructions in **Designing Plays That Work**, pg. 61, to create a new play.

Display

This option lets you choose how the players and positions are shown on the blackboard. You can represent players by position initials (like S for safety and G for guard), symbols (● ■ ▲), or by **X**'s (defense) and **O**'s (offense).



Display Options Screen

This menu is divided into three groups. Each group controls a different blackboard image. Here is a description of each option group.

- **Show Offense/Show Defense.** You can choose to see only the offense, only the defense, or both offense and defense on the blackboard.
- **Show Player Route:** Shows all player movements for the play.
- **Show Receivers:** Highlights the play's pass receiver routes. The primary receiver will be red, the secondary receiver purple, the third blue and the fourth (if there is a fourth), brown.
- **Show Ball Route:** Highlights the ball's path (in red) during the play.
- **Show Positions:** Player position will be shown in initials:

Offense		Defense	
WR	Wide Receiver	**DL**	Defensive Lineman
T	Tackle	**LB**	Linebacker
G	Guard	**CB**	Cornerback
C	Center	**S**	Safety
QB	Quarterback		
RB	Running Back		
FB	Fullback		
K	Kicker		
P	Punter		

- **Show ● ■ ▲:**

  Offensive players and defensive backs (cornerbacks and safeties) – ●

  Linebackers – ▲

  Centers and defensive linemen – ■

- **Show X's and O's**

  Offensive players – O's

  Defensive players – X's

  Offensive center – ■.

Note: Menu options are "on" when a checkmark is displayed. Simply highlight the menu option you want and press <Enter> to toggle the selection on or off.

Practice

Practice lets you run plays you have selected, changed, or created. You must use **Load Team** before you practice a play. Practice gives you two choices:

- **Watch:** Lets you see the offense and defense practice the play.
- **Watch Offense Only:** Lets you see the offense run the play without defensive players.

Note: You can watch the play by selecting computer vs. computer, or control the team(s) by selecting manual controls at the Options Clipboard (see Changing Game Options, pg. 32).

Oops

This option gives you two choices:

Undo Offense: Erases the last edit made to an offensive play.

- **Undo Defense:** Erases the last edit made to a defensive pla

Note: If you change your mind after using either Undo option, select Redo Offense or Redo Defense from the Oops option.

Designing Plays that Work

Unnecessary Roughness comes with plays for virtually every game situation – offensive, defensive and special teams. You'll find plays for kicking field goals and kickoffs, returning kicks, running back passes and fullback dives. On defense you can select from a wide variety, including the 3-4, nickel, and the 4-3. Here's how to use the Plays option to design a new play or modify an existing one.

Moving Players' Positions

Whether you're designing or modifying an offensive or defensive play, the process is the same. Here's how to change the position of your players.

1 Load the play or formation (see **Load Plays and Formations**, pg. 58).

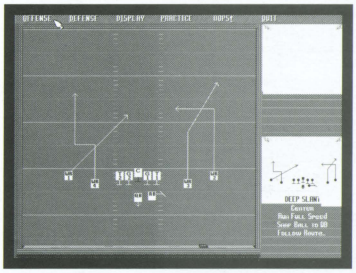
2 Use the **arrow keys** to move the cursor over the player position you want to move.

3 Press the **keypad +** to grab the player position, then use the **arrow keys** to move the player to a new location behind the line of scrimmage.

4 Press + again to set the location.

5 Repeat the process until all the players you want to move are re-positioned.

Mouse and joystick users: Press and hold your right mouse button or press button 2 on your joystick to grab a player position.



Deep Slant Play, with Notepad

Changing Player Assignments

Unnecessary Roughness lets you make changes to loaded plays or formations. When you load a play, each player position has a pre-assigned running, blocking or passing route. If you load a formation, you can create assignments and routes for each player.

To make changes or create assignments for loaded plays or formations:

1 Use the **arrow keys** to move the cursor over any player, or on the end of a player route.

2 Press <**Enter**> on your keyboard to select that player or route. A menu of assignment options will appear (see **Assignment Options**, pg.64).

3 Use the <**right**>, <**up**> or <**down**> **arrow key** to scroll through and select new assignments.

4 Press <**Enter**> to set the new assignment.

5 Repeat the process to change other player assignments.

Mouse and joystick users: Click your left mouse button or press button 2 on your joystick to display menu options on player positions or routes.

Note: Making assignment changes to Route, Shift, or Man in Motion requires drawing on the blackboard (see Drawing Player Routes, pg. 63).

Drawing Player Routes

Most of the assignment options require selecting one of the displayed choices. Route, Man in Motion and Shift require drawing on the blackboard.

To draw new routes from the Man in Motion, Routes, and Shift options:

1 Follow steps 1 and 2 under **Changing Player Assignments**, above.

2 Use your **arrow keys** to select **New Route**, then press <**Enter**>. A black cursor will appear over the player position.

3 Use your **arrow keys** to move the cursor and draw new routes.

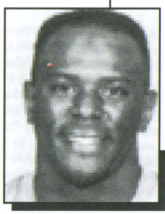
4 Press <**Enter**> to complete a Shift, or to mark a turning point for a Man in Motion pattern or Route.

5 Press <**Enter**> again to complete a Man in Motion pattern, or to mark another turning point for a Route.

6 Press <**Enter**> twice to complete a Route.

Mouse and joystick users: Use your mouse or joystick to draw assignments, then click the left mouse button or press button 2 on your joystick to make turning points.

Note: Shift and Man in Motion route changes cannot extend beyond the line of scrimmage. A Route change for receivers, tight ends and running backs can have up to eight turning points.



"I want to get back to the NFC Championship Game, win it, and get to the Super Bowl. That's the only reason I'm here."
Pat Swilling 9

Assignment Options

Each player position has distinct assignments. When you change an assignment, it will be reflected below the player position to the right in text.

Offense/Defense

Route

This option determines the route each player runs during a play. You must use Route to specify how every player, including interior linemen, moves after the center snap. Not specifying routes for linemen risks having them move downfield on passes, resulting in an ineligible player downfield penalty.

On offense, you use Route to layout pass patterns for receivers, rushing routes for running backs and the quarterback, and blocking schemes for linemen. On defense, you use Route to create pass-rushing stunts, have a corner cover a wide receiver, or indicate the route a linebacker takes on a blitz.

New Route

This option lets you create new routes for your players (see **Drawing Player Routes**, pg. 63).

Delete Route

This deletes a player's route on the blackboard.

Offense

Block

The Block option gives you control over your player's blocking schemes. You can use these options in conjunction with **Route** to move blockers.

- **Block Left:** The player blocks to the left to make a hole for the running back to run though.
- **Block Center:** The player blocks straight ahead to contain his opponent.
- **Block Right:** The player blocks to the right to make a hole for the running back to run though.
- **Pass Blocking:** The player stands up and takes a step backward to keep the opponent away from the quarterback.
- **Power Drive:** The player drives his opponent back on short yardage situations.
  - **Run Block:** The player runs ahead of the ball carrier, ready to throw a block at nearby defenders.

Lateral/Handoff

This option gives you control of your quarterback's ability to lateral and handoff the ball.

- **Lateral:** The quarterback will toss or throw the ball backward to a receiver.
- **Fake Lateral:** The quarterback fakes a toss to fool the defense.
- **Handoff:** The quarterback will handoff to the designated running back or receiver.
- **Fake Handoff:** The quarterback fakes the handoff to fool the defense.

Man in Motion

This option puts a running back, wide receiver or tight end in motion before a play begins.

- **New Route:** This lets you put a player in motion.
- **Delete Route:** This deletes the route of a man in motion.

Note: On offense, a team can have only one offensive player in motion when the ball is snapped.

Pass

This option lets you control your quarterback and his passing game. Here are the quarterback's passing options:

- **Don't Pass:** The quarterback drops back as if to pass, but does not pass.
- **Fake It:** The quarterback drops back and then runs.
- **To Primary on Spot:** The quarterback throws the ball to the primary receiver.
- **To First Open:** The quarterback passes the ball to the first open receiver.
- **For Max Distance:** The quarterback throws the ball as far as he can.
- **Down Ball:** The quarterback goes down on one knee after taking the center snap. Use this call near the end of a half, or end of a game, when your team is ahead and you want to run out the clock.
- **Spike Ball:** The quarterback throws the ball to the ground at his feet. Use this call near the end of a half, or end of a game, when your team is behind and you need to stop the clock without using a timeout.

Receiver

This option lets you specify the order in which the quarterback will look for receivers on a play. The choices available are **Primary Receiver**, **Secondary Receiver**, **Third Receiver**, **Fourth Receiver**, **Fifth Receiver** and **Don't Receive**. The Don't Receive option means the receiver will not be a choice for the quarterback.

Receivers' routes are displayed in the following colors: Primary – Purple, Secondary – Red, Third – Blue, Fourth – Brown, Fifth – Green.

Run

This option determines how fast a player runs during a play. Use this option to slow down men in motion or set delays. The options are:

- **3/4 Speed**: Slows the player down to 3/4 his normal speed.
- **Full Speed:** Player runs at full speed.

Shift

This option lets you move players prior to the snap of the ball. The options are:

- **New Route:** Creates a new shift route for your players (see **Drawing Player Routes**, pg. 63).
- **Delete Route:** Deletes a player shift from the blackboard.

Note: Your offense must have seven players on the line of scrimmage at the snap of the ball, or you will be penalized for illegal formation.

Snap Ball To

This option, available only with the offensive center, lets you determine to whom the center snaps the ball. Normally, the center automatically snaps the ball to the quarterback.

You can set up trick plays, such as fake punts, in which the center snaps the ball to a blocking back rather than the kicker.

After selecting **Snap Ball To**, you'll see a prompt. Use <**right**>, <**left**>, <**up**> and <**down**> **arrow keys** to move this prompt to the player to whom you want the center to snap the ball, then press <**Enter**>. Note that you can move the prompt only within certain areas of the backfield.

Swap

This option allows you to use "situation substitution"— that is, substitute extra blocking tight ends for running backs in short yardage plays or extra wide receivers for a fullback in last-gasp efforts to score on a long pass.

You can swap players at four offensive positions:

- Wide Receivers (for a tight end, running back or fullback)
- Tight Ends (for a running back, wide receiver or fullback)
- Fullbacks (for a wide receiver, tight end or running back
- Running Backs (for a wide receiver, tight end or fullback)

Wait For

This option lets you specify how many seconds a player waits after the ball is snapped before he starts running or blocking. Use this option to set up delayed blocks, often known as traps, or a draw play in which a running back waits several seconds before taking a handoff and hitting his "hole." You can set the delay from 1 to 8 seconds.

Defense

Blitz

The defender charges straight ahead at the quarterback immediately after the center snap. You can use **Blitz** in conjunction with **Route** to vary the route the blitzing defender takes.

Gap Control

A defensive player covers the gaps at the line of scrimmage to stop the run.

Man to Man

A linebacker, cornerback, or safety defends against a wide receiver or running back on a one-on-one basis.

Pass Rush

The defensive lineman rushes toward the quarterback.

Read Play

The linebackers react to the offense, chasing the ball carrier.

Run Rush

The defensive lineman rushes to stop the run.

Zone

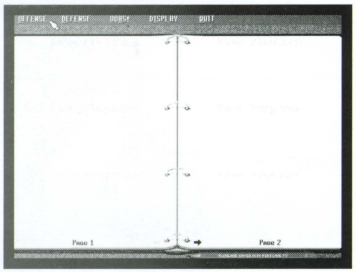
A linebacker, cornerback, or safety covers a specific area of the field, converging on a receiver only after the ball has been thrown.

Playbooks

The Playbooks option gives you tools to assemble playbooks that will give you an edge in *Unnecessary Roughness* games. For example, you can develop an aggressive, pass-oriented offensive playbook or a blitz-dominated defensive playbook.

You can use the Playbooks option to load and save playbooks, import plays into a playbook and develop strategies that determine the exact situations in which a computer-coached team should call plays.

Select **Playbooks** from the Construction Menu to display the Playbook screen. Each playbook has six pages and you can place up to six plays on a page.



Empty Playbook Screen

The Playbooks toolbar offers five options: **Offense**, **Defense**, **OOPS!**, **Display** and **Quit**.

Offense/Defense

The options available from the Offense and Defense toolbars are **Load Playbook**, **Save**, **Save As**, **Rename** and **New**. For details on Load, Save, Save As and Rename, see **Options Common to All Toolbar Menus**, page 8-10.

- **New**: This option allows you to clear a playbook so you can create another one. If you attempt to clear an unsaved playbook, you will be prompted to save your changes.

Oops

Allows you to **Undo** or **Redo** changes made to a playbook.

Display

This option lets you change how the information in a playbook is displayed. You can, for example, display plays as illustrations or names. Display also lets you import plays into a new or existing playbook.

The options available in the Display Menu are divided into two sections. The top section contains **Footnotes** and the bottom contains **View 6**, **Import** and **Strategy**. You can select only one option at a time from the bottom section. A checkmark indicates which option is selected.

- **Footnotes:** This option lets you change the text displayed at the bottom of each playbook page. Use this option to organize and label pages according to the type of plays you have grouped together.

  When you create a new playbook, the footnotes appear as page numbers. If you have loaded an existing *Unnecessary Roughness* playbook, pre-assigned footnotes will be displayed.

  To change a footnote's text:

  1 Select **Footnotes** from the Display option.

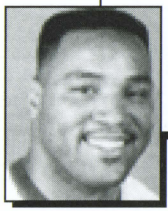
  2 Use your <**right**> **arrow key** to access the footnotes, then use your<**up**> and <**down**> **arrow keys** to highlight the text you want to change.

  3 Press <**Enter**> to select and view the **Change Footnote** option.

  4 Type in the new name, then press <**Enter**> or select **OK**.

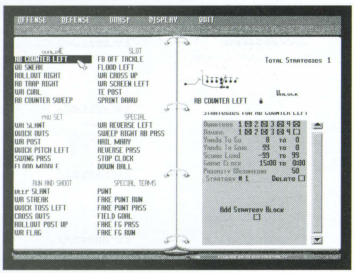
  Use <**Backspace**> to fix mistakes. Press <**Esc**> or select **Cancel** to leave a footnote unchanged.

- **View 6:** Select **View 6** from the Display option to view diagrams of each play in your playbook. You **cannot** modify plays with this option. To turn the pages, use your **arrow keys** to highlight the black arrow at the bottom, then press <**Enter**>.



"I don't want to be known as a pass-rushing linebacker. I want to be known as a complete linebacker."
Cornelius Bennett [10]

- **Import:** Use the Import option to add or remove plays from your playbook. Select **Import** from the Display option; the left side of the Import screen displays an empty playbook. When you load an Offensive or Defensive playbook, the names of all the plays and their categories will appear. The right side includes a directory of plays. You can use the plays in the directory to design new playbooks. If you have designed and saved a play using the Plays option (see **Plays**, pg. 57), it will appear in the directory.



Import Screen

To import plays into a new offensive or defensive playbook:

1. Select **New** from the Offensive or Defense Menu.
2. Press <**Tab**> twice to access the directory.
3. Use your <**up**> or <**down**> **arrow keys** to highlight the play you want, then press <**Enter**>. A diagram of the play will appear above the directory.
4. Use your <**up**>, <**down**>, <**left**> or <**right**> **arrow keys** to move the play to the page of your choice, then press <**Enter**>.
5. Repeat the process to fill the playbook.

Select **Save** or **Save As** to name and save your playbook (see **Save**, pg. 9).

To move plays on a loaded offensive or defensive playbook:

1 Use your <**up**>, <**down**>, <**left**> or <**right**> **arrow keys** to highlight a play you want to move, then press <**Enter**>. A discard option will appear in the lower left portion of the page.

2 Use your <**up**>, <**down**>, <**left**> or <**right**> **arrow keys** to move the play to a new location or over the green Discard option.

3 Press <**Enter**> to place or discard the play.

4 Repeat the process to make multiple changes.

Note: When you move a play to a slot occupied by another play, the replaced play is overwritten. If you still want to use the overwritten play, it can be retrieved from the directory.

- **Strategies:** The Strategy option gives you a measure of control over the kinds of plays the computer calls during computer-coached games. With Strategy, you tell the computer when and under what conditions it should use its plays (see **Strategy Options**, pg. 72).

To set a strategy for computer plays:

1 Select **Load Playbooks** from the Offense or Defense Menu to load a set of plays onto the playbook.

2 Select **Strategy** from the display option to display the gray strategy section on the playbook's right page.

3 Use your <**up**>, <**down**>, <**left**> or <**right**> **arrow keys** to highlight the play you want, then press <**Enter**> twice. The play will appear above the strategy section.

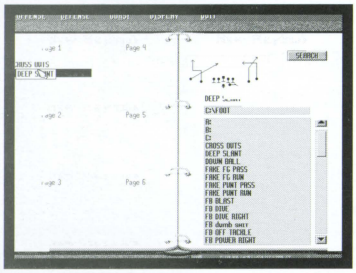
4 Press <**Tab**> repeatedly to access the strategy section.

5 Use your <**up**>, <**down**>, <**left**> or <**right**> **arrow keys** to move through the strategy options (see **Strategy Options**, pg. 72).

6 Highlight boxes and press <**Enter**> to place or remove an X.

7 Highlight numbers and a cursor will appear. Type in new numbers to make changes.

8 Press <**Tab**> repeatedly to return to the plays page, then repeat steps 3 through 7 to set strategies for other plays.



Strategy Screen

Strategy Options:

- **Quarters:** This lets you specify which quarter — first, second, third and/or fourth — the computer calls a play. For instance, you can use this option to limit a "hail mary" pass to the fourth quarter, when the computer desperately needs a touchdown.
- **Downs:** This lets you specify which downs — first, second, third or fourth — the computer calls a play. For instance, you can use this option to limit punts to fourth down or post patterns to first down.
- **Yards to Go:** This lets you specify a range of yards from the line of scrimmage to a distance you choose. For example, you could use this selection to limit the computer from attempting a quarterback sneak in long yardage situations.
- **Yards To Goal:** This lets you specify a range of yards from the line of scrimmage to the goal line that the computer calls a play. For in-stance, you can use this option to restrict the computer to attempting field goals from no more than 40 yards from the goal line.
- **Score Lead:** This allows you to determine how far ahead (positive numbers) or behind (negative numbers) your team can be before the computer calls a play. For instance, you can use this option to restrict the computer to calling an on-side kick only when your team is six points or less behind. For example, if you want a play to be used if your team is only one touchdown behind, you would set Score Lead to -7 to 0. A Score Lead of -99 to 99 would allow a play to be used no matter what the score is.

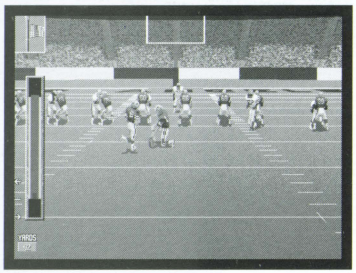
- **Game Clock:** This allows you to determine blocks of time during each quarter when the computer calls a play. For instance, you can use this option to restrict the computer to calling an on-side kick only in the last two minutes of the game.
- **Priority Weighting:** This value (0 - 99) lets the computer select a strategy for a play based upon the priority number you give it. (For example, if one strategy is given a large value, while the other strategies are valued lower, the higher valued strategy is given priority.
- **Delete:** Select **Delete** to cancel any changes you have made. You can then start over.
- **Add Strategy Block:** Select this option to add additional strategies to a play. You can add an unlimited number of strategies to each play.
- **Lock:** When you have finished giving strategies for a play, place an "X" in the lock box to lock your changes. If the play is changed, the strategy will remain intact.

CHAPTER 5

PRACTICE FIELD GOALS

A strong kicking game can make the difference in a close game. If you can't make it into the end zone for a touchdown, a field goal is the next best thing. Unnecessary Roughness' Practice Field Goals option lets you practice field goals so you can master the technique.

To begin, select **Practice Field Goals** from the Main Menu. The Practice Menu will appear. Press <**Enter**> and the Practice Options Clipboard will appear with the following options: **Pick Home Team**, **Edit Team**, **Controls**, **Wind**, **Field Details**, **Game Speed**, **Stadium**, and **Stadium Crowds** (see **Single Game**, pg. 21 - 36). When you have finished selecting options, select **OK** to go to the practice screen. Select **Cancel** to return to the Main Menu.



Practice Field Goal Screen

Kicking Field Goals

The key to a successful field goal in *Unnecessary Roughness* is learning how to use the Power Bar. The Power Bar runs vertically on the left side of the screen and has two zones:

Distance Zone: The green area represents the total distance of your kick.

Yards: Distance in yards of the kick.

Directional Zone: This determines the direction of your kick. It consists of a left and right arrow with a dash between (lower left portion of the Power Bar).

To kick the ball:

1 Press <**Spacebar**>. The green distance zone will gradually turn red. As it rises, the distance your kick will travel increases.

2 When the red has completely covered the green, press <**Spacebar**> again. The Power Bar will remain red and a smaller blue line will descend toward the Directional Zone.

3 When the blue line enters the Directional Zone, press <**Spacebar**> a final time to direct your kick right, left or straight:

- **To kick right:** Press <**Spacebar**> when the blue line reaches the bottom half of the Directional Zone. The closer to the right arrow,the farther right the kick will go.
- **To kick left:** Press <**Spacebar**> while the blue line is in the tophalf of the Directional Zone. The closer to the left arrow, the farther left the kick will go.
- **To kick straight:** Press <**Spacebar**> when the red reaches the dash in the middle of the Directional Zone.

Note: You cannot engage your kick when the blue line is above the left arrow of the Directional Zone.

The Wind Indicator

The Wind Indicator is located above the Power Bar. The fluttering American flag indicates the direction and strength of the wind. When you press the <**Spacebar**> to start the kicking sequence, the flag will freeze showing the direction of the wind at the time of the kick. Use the Directional Zone of the Power Bar to compensate for the wind''s direction. For example, if the flag is blowing hard to the right, you'll need to engage your kick closer to the left directional arrow to fight the wind.

Field Goal Distance

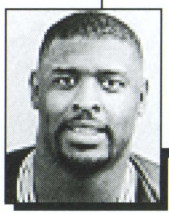
The distance to the goal post is located below the Power Bar. The distance can be changed within a range of 19 to 52 yards, and your position on the field can be moved to any point between the hash marks. To move your field goal distance and position on the field:

- **Using your keypad or keyboard:** Press **W**, **X**, <**up**> or <**down**> **arrow key** to change the field goal distance. Press **A**, **D**, <**left**> or <**right**> **arrow key** to move between the hash marks.
- **Using your joystick:** Move your joystick **up** or **down** to change the field goal distance. Move your joystick **left** or **right** to move between the hash marks.

Note: Mouse users must use the keyboard to move the field goal distance and position.

As you move closer to, or further from, the goal post, the size of the green Distance Zone adjusts to reflect the distance displayed below the Power Bar. To kick accurate field goals, press <**Spacebar**> (step 2, pg. 75) when the red completely covers the green Distance Zone. If the red enters the black area above the Distance Zone, your kicker will over-kick the ball. The further the red moves into the black area, the less accurate your kick will be.

Note: The process for kicking field goals is the same for a PAT (point after touchdown), but you cannot adjust the field goal's distance during a Single or Season game.



"Sacks are great, and they get you elected to the Pro Bowl, but I've always felt that a great defensive lineman has to play the run and the pass equally well."
Reggie White [11]

CHAPTER 6

Troubleshooting & DOS Help

Be sure to read Getting Started on page 1. If you have any questions about *Unnecessary Roughness* that you can't find answers to in the manual, our Customer Service Technicians can help (see Customer Service, page 81). Please read the following sections before calling us. It might solve your problem and save you from having to call Tech Support unnecessarily.

How to Backup Your Diskettes

The following example assumes that you will be using Drive A:

1 Insert original disk into floppy drive.

2 At the DOS prompt, type **C:** and press <**Enter**>.

3 Type **CD\DOS** and press <**Enter**>.

4 Type **DISKCOPY A: A:** and press <**Enter**>. Follow the on-screen prompts and swap disks when asked to do so.

5 Repeat steps 1 through 4 for each disk that you want to copy.

Memory and Loading Problems

If you're having trouble getting *Unnecessary Roughness* to work properly, you'll need to figure out which programs loading in your AUTOEXEC.BAT or CONFIG.SYS files are conflicting with the game.

An easy way to get around DOS and memory conflicts (loading problems, no sound, erratic game play, etc.) is to boot your computer with a DOS system diskette. We call this procedure Booting Clean. Depending upon which version of DOS you have, we suggest two methods for Booting Clean. To find out which version DOS you have, at the DOS prompt, type **VER** and press <**Enter**>.

Booting Clean With DOS 5.0

Note: You must use Drive A: (not Drive B:) for this procedure.

1 At the DOS prompt, type **C:** and press <**Enter**>.

2 Enter the subdirectory on your hard drive where your DOS files reside by typing: **CD\DOS** and press <**Enter**>.

4 Type **FORMAT A:/S** and press <**Enter**>. You will be prompted to insert a blank diskette into Drive A:. Follow the on-screen prompts.

5 At the volume label prompt, type **ROUGHBOOT** and press <**Enter**>.

6 Press the <**Ctrl**> <**Alt**> <**Delete**> keys together to reboot.

7 At the A> prompt, type **C:** and press <**Enter**>.

8 To start *Unnecessary Roughness* type **CD\ROUGH** and press <**Enter**>.

9 Type **UR** and press <**Enter**>.

Caution: DoubleSpace™, Stacker™, SuperStor™ users: If you have compressed your entire hard disk, when Booting Clean your hard drive will not be available to load *Unnecessary Roughness*. See your disk compression documentation and DOS manual regarding hard disk partitioning.

If you continue to experience trouble after Booting Clean With DOS 5.0 utilising the above method, try the following method:

1 Format a floppy disk as described in step 4 above.

2 Next, create a Config.sys file. Do this at the A: prompt by typing COPY **CON CONFIG.SYS** and pressing <**Enter**>. The cursor will go down a line.

3 Type **DOS-HIGH** and press <Enter>.

4 Add your high memory system. Type **DEVICE=C:\DOS\HIMEM.SYS** and press <**Enter**>.

5 Press <**Ctrl**> **Z,** and then <**Enter**>.

6 Create an AUTOEXEC.BAT file. Do this at the A: prompt again by typing **COPY CON AUTOEXEC.BAT** and pressing <**Enter**>. The cursor will go down a line.

7 Type your Soundblaster command line. You will need to look in your AUTOEXEC.BAT on the C: drive to find the correct sound line. Commonly this is what it will be: SET BLASTER= A220 17 D1

8 Press <**Ctrl**> **Z,** and then <**Enter**>.

9 Reboot by pressing the <**Ctrl**> <**Alt**> <**Delete**> keys at the same time.

10 At the A> prompt, type C: and press <Enter>.

11 You will now load your mouse driver. At the C: prompt type **MOUSE.**

Note: Your mouse might be in a separate directory. Change to the directory your mouse is in, for example: C:DOS> or C:WINDOWS>.Then type MOUSE at this directory.

Booting Clean With DOS 6.0 and 6.2

1 Power up your computer as you normally would, or if your computer is already turned on, press the <**Ctrl**> <**Alt**> <**Delete**> keys together to reboot.

2 When the message "Starting MS-DOS..." appears, press the <**F5**> key to bypass the AUTOEXEC.BAT and CONFIG.SYS files.

3 At the C:\> prompt, type **CD\ROUGH** and press <**Enter**>.

4 To start *Unnecessary Roughness* type **UR** and press <**Enter**>.

If you continue to experience trouble after Booting Clean With DOS 6.0 and 6.2 utilising the above method, try the appropriate method listed below:

Booting Clean With DOS 6.0 (Method 2)

1 Power up you computer normally, or if your computer is on, press the <**Ctrl**> <**Alt**> <**Delete**> keys together to reboot.

2 When the message "Starting MS-DOS..." appears, press the <**F8**> key to go into your CONFIG.SYS file.

3 Say yes only to these lines: DOS=HIGH
DEVICE=C:\DOS\HIMEM.SYS

DO NOT process your AUTOEXEC.BAT.

4 You will now load your mouse driver. At the C: prompt type **MOUSE.**

Note: Your mouse might be is a separate directory. Change to the directory your mouse is in, for example: C:DOS> or C:WINDOWS>. Then type MOUSE at this directory.

5 Type your Soundblaster command line. You will need to look in your AUTOEXEC.BAT on the C: drive to find the correct sound line. Commonly this is what it will be: SET BLASTER=A220 17 D1

Booting Clean With DOS 6.2 (Method 2)

1 Power up your computer normally, or if your computer is on, press the <**Ctrl**> <**Alt**> <**Delete**> keys together to reboot.

2 When the message "Starting MS-DOS..." appears, press the <**F8**> key to go into your CONFIG.SYS file.

3 Say yes only to these lines: DOS=HIGH
DEVICE=C:\DOS\HIMEM.SYS

4 Process your AUTOEXEC.BAT. Say yes to only these lines:
Your Sound line. Example: **SET BLASTER=A220 17 D1**
The Mouse driver. Example: **DEVICE=C:\MOUSE\MOUSE.COM**

5 Play the game!

Creating a Batch File to Solve Lock Up Problems:

Caution: Only do this if you have a good understanding of DOS!

1 At the root directory, list the contents of your AUTOEXEC.BAT file, You will want to write down your sound driver command line and mouse driver command line.

2 Change to the\ROUGH directory.

3 Type **COPY CON ROUGH.BAT** and press <**Enter**>.

4 Type the following three lines in the ROUGH.BAT:

Your Soundblaster line example; SET BLASTER=A220 17 D1
Your Mouse line example: DEVICE=C:\MOUSE\MOUSE.COM
UR

5 Now press <**Ctrl**> **Z,** and press the <**Enter**>.

6 Now Clean Boot your system. At the C:> prompt, change to your \ROUGH directory. At the C:ROUGH> prompt, type **ROUGH.**

If You Have A Supported Soundcard, But Get No Sound

Please refer to the Configuration section and make sure your settings are correct. We recommend the soundcard parameters: Address 220h, IRQ 7 and DMA Channel 1.

ACCOLADE CUSTOMER SERVICE IN THE UK: 081-877 0880

If you need help with this - or any other - Accolade product, please give us a call between 10.00 am and 5.00 pm GMT Monday to Thursday. Be sure you are at your computer when you call. We'll try to solve your problem or answer your question. Or write to us at: Accolade Europe Ltd, Attn: Customer Service, Bowling House, Point Pleasant, Wandsworth, London SW18 1PE, England.

If you have a modem, you can call and log-on to Accolade's Bulletin Board in America for instant hints and other information. You can also leave questions about any Accolade game; they'll be answered by Accolade's technical support representative. The modem number is 408-296-8800. Our settings are 300, 1200, 2400 baud; 8 Data; No parity; 1 Stop Bit.

DO YOU WANT TO BACK-UP YOUR DISK?

We know you're concerned about disk damage or failure, so feel free to make a back up of the game. See your computer manual for details about backing up disks. If your off-disk protection becomes damaged or destroyed, send us the remains, and we'll give you a replacement.

YOUR DISK CARRIES A 90-DAY WARRANTY

Accolade Europe Ltd warrants for a period of 90 days from the date of purchase by the original purchase of the Software that the recording medium on which it is recorded will be free from defects in materials and workmanship. Defective media which has not been subjected to misuse, excessive wear or damage due to carelessness may be returned during the 90-day period without charge. (To speed up processing, return only the disk, not other materials).

Please retain your receipt as proof of purchase and include it when returning faulty disks for replacement.

Note: Accolade is not responsible for items returned via First Class Post. Please send any exchanges or returns by Registered Post or other traceable method of shipment.

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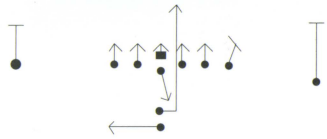
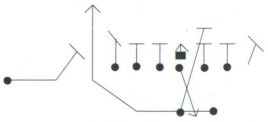
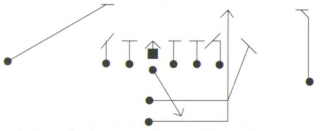
APPENDIX A – PLAYBOOK



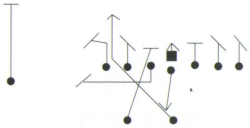
FB DIVE



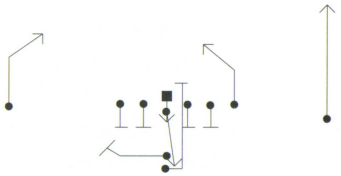
RB COUNTER LEFT



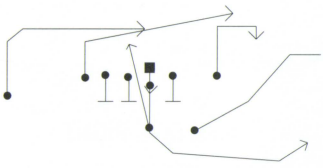
RB LEAD RIGHT



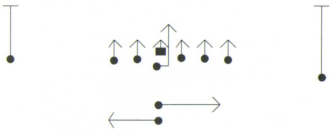
FB TRAP LEFT



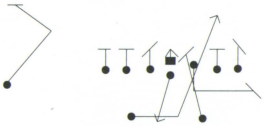
LEAD PASS



ROLLOUT RIGHT



QB SNEAK



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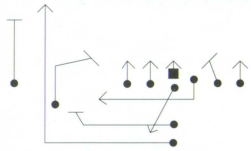
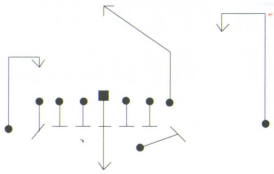
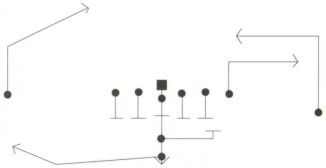


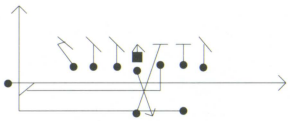
RB SWEEP LEFT



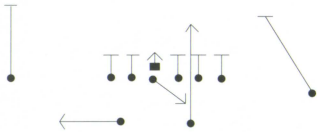
WR CURL



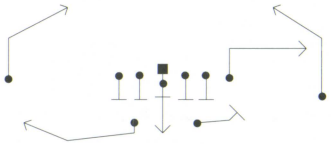
TE QUICK OUT



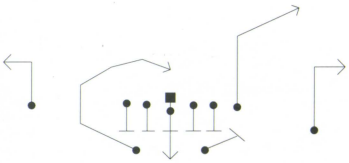
RB COUNTER SWEEP



FB DIVE RIGHT



WR SLANT



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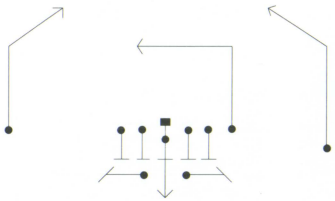
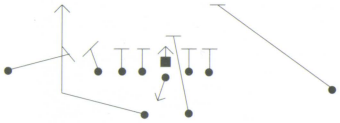
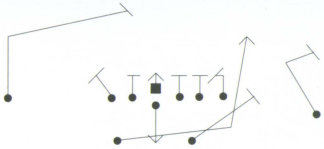


WR POST

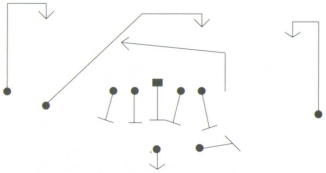
UNNECESSARY ROUGHNESS



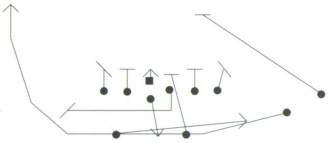
QUICK PITCH LEFT



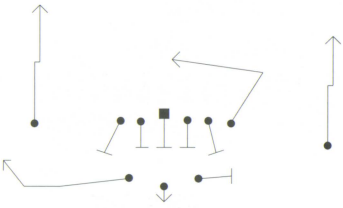
RB OFF TACKLE



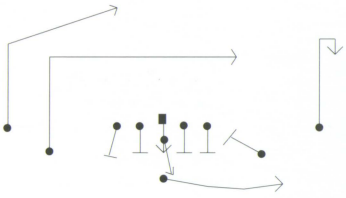
SG WR CURLS



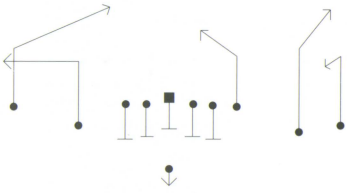
WR REVERSE LEFT



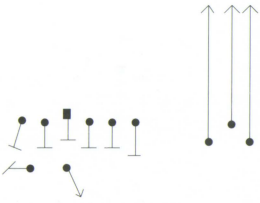
SG WR BOMB



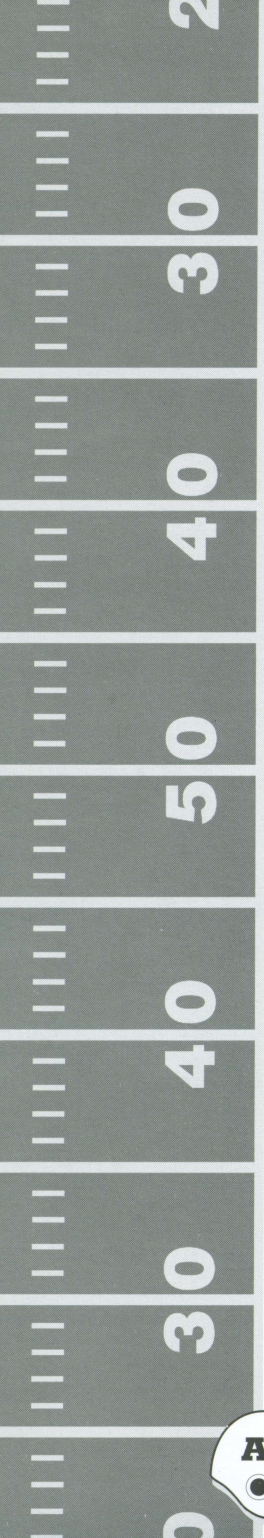
SWEEP RIGHT RB PASS

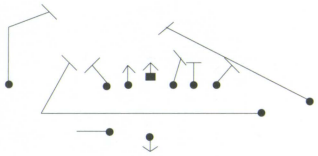


SG TE POST

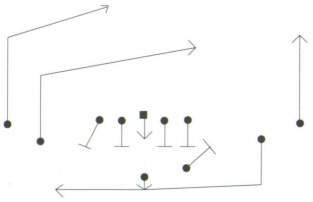


HAIL MARY

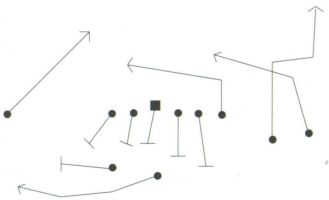




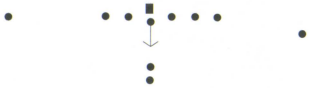
SG SHUFFLE PASS



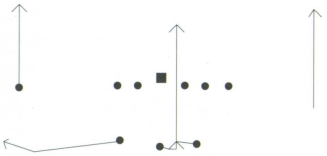
REVERSE PASS



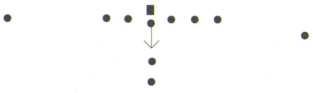
SG ROLLOUT WR DRAG



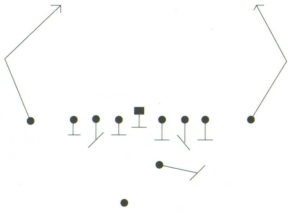
STOP CLOCK



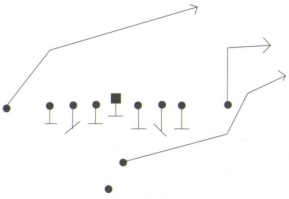
SG FB DRAW



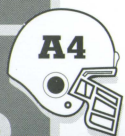
DOWN BALL



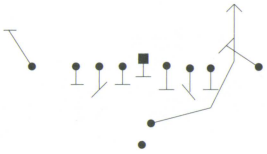
PUNT



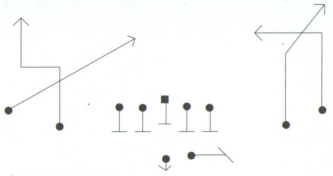
FAKE PUNT PASS



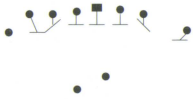
UNNECESSARY ROUGHNESS



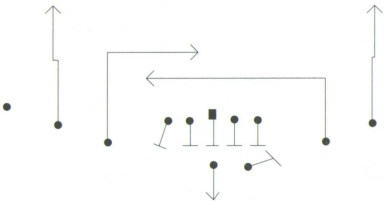
FAKE PUNT RUN



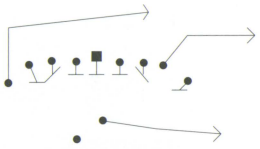
DEEP SLANT



FIELD GOAL

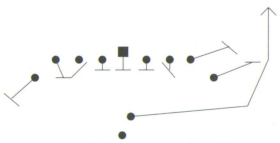


WR STREAK

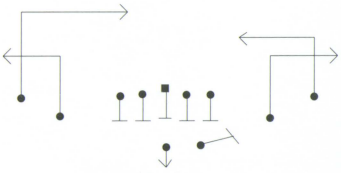


FAKE FG PASS

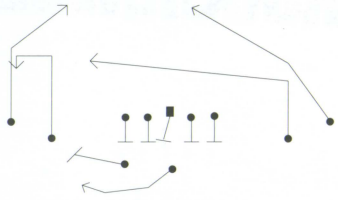
QUICK TOSS LEFT



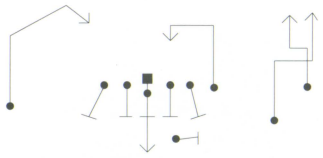
FAKE FG RUN



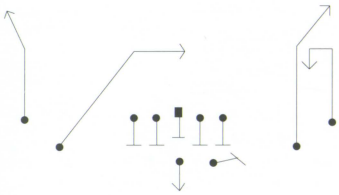
CROSS OUTS



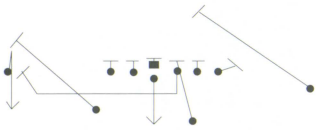
ROLLOUT POST UP



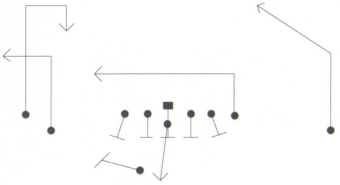
WR CROSS UP



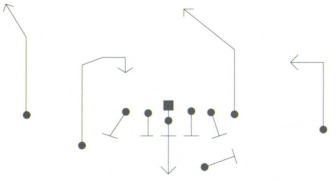
WR FLAG



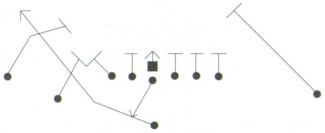
WR SCREEN LEFT



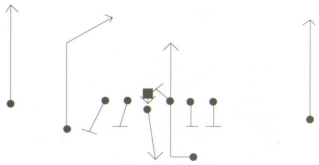
FLOOD LEFT



TE POST

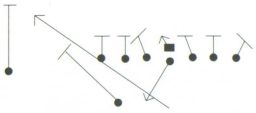


FB OFF TACKLE

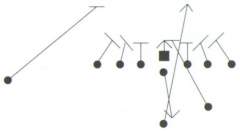


SPRINT DRAW

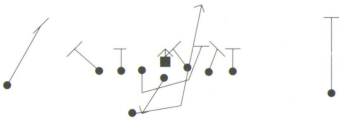
UNNECESSARY ROUGHNESS



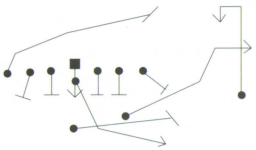
RB POWER LEFT



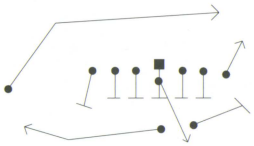
FB BLAST



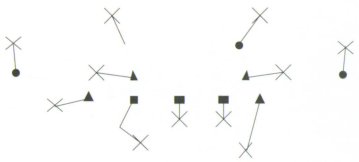
FB QUICK TRAP



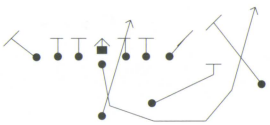
PLAY ACTION RIGHT



RB FLAIR PASS



3 4 DEEP ZONE



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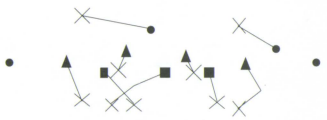
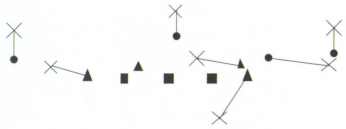
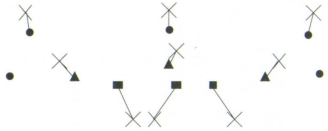


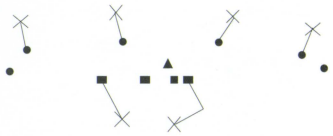
3 4 GAP MAN TO MAN



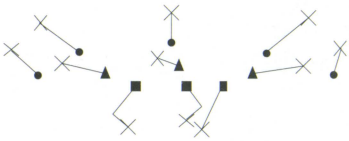
3 4 READ



3 3 NICKEL

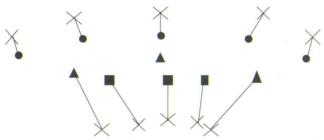


3 4 REGULAR ZONE

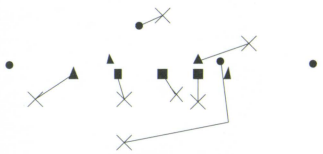


3 3 NICKEL FULL ZONE

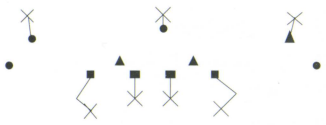
3 4 RUN PLUG



3 3 NICKEL LB BLITZ

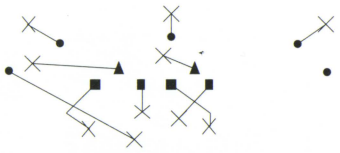


3 4 SS BLITZ

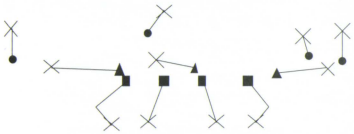


4 2 NICKEL

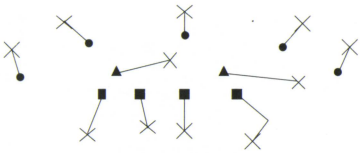
UNNECESSARY ROUGHNESS



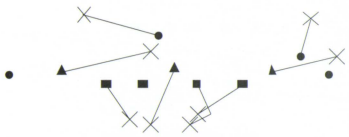
4 2 NICKEL CB BLITZ



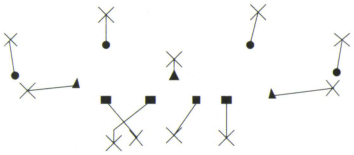
4 3 MEDIUM ZONE



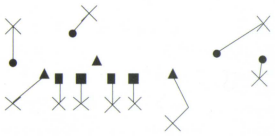
4 2 NICKEL FULL ZONE



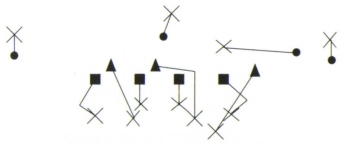
4 3 TIGER BLITZ



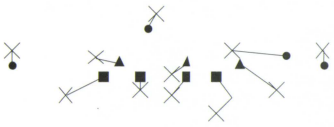
4 3 DEEP ZONE



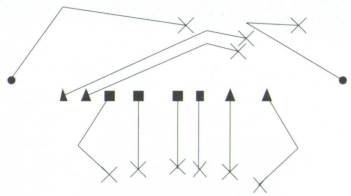
4 3 GAP SHORT ZONE



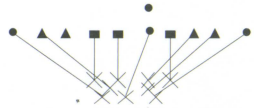
4 3 LB ATTACK



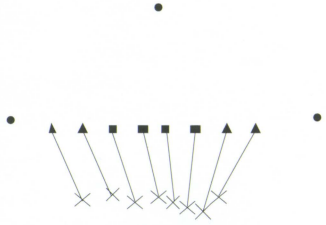
4 3 RUN CONTROL



PUNT RETURN LEFT



FG BLOCK MIDDLE



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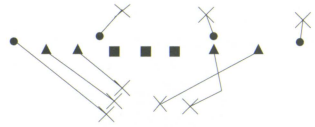
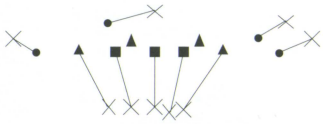


FG CONTAIN



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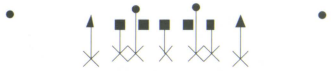
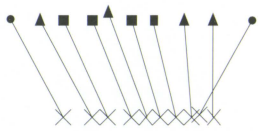
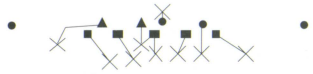


GOALINE ALL OUT BLITZ

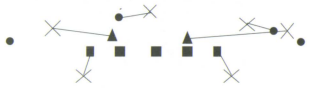


PUNT BLOCK

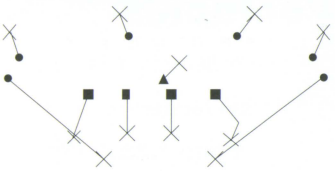


GOALINE ATTACK MIDDLE

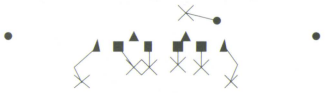
UNNECESSARY ROUGHNESS



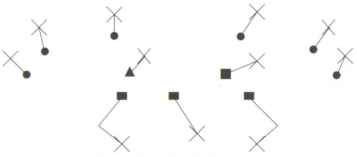
GOALINE MAN ZONE



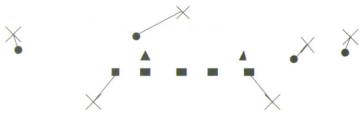
PREVENT CB BLITZ



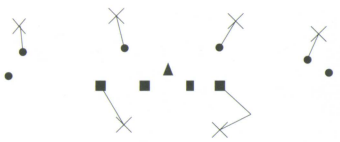
GOALINE PUSH



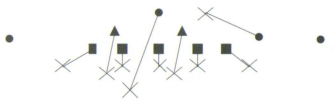
PREVENT DEEP ZONE



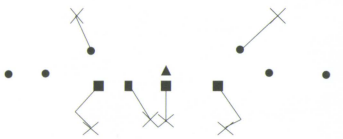
GOALINE REGULAR



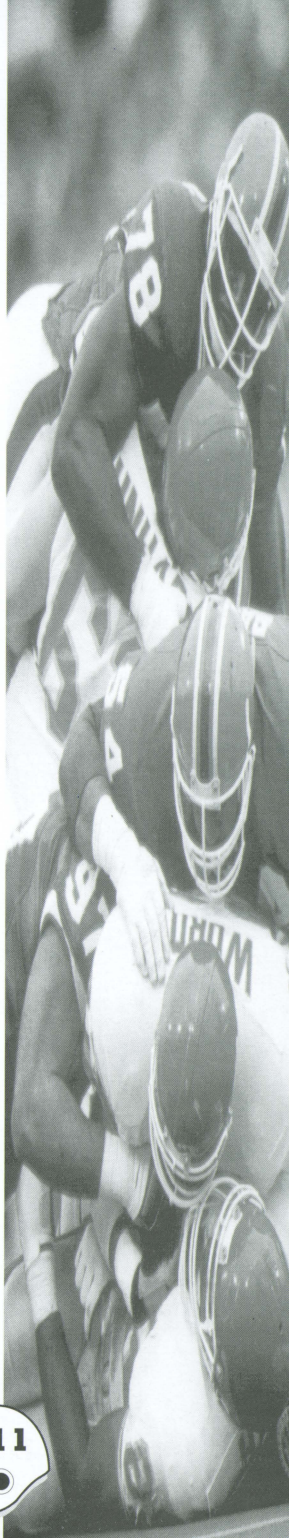
PREVENT FULL ZONE



GOALINE S BLITZ



PREVENT MAN TO MAN



Appendix B – Footnotes

1 *Sports Illustrated*, Jan. 13, 1992, pg. 24

2 *Athlon Football 1993*, Pro Football Edition, pg. 16

3 *Inside Sports*, Sept. 1993, pg. 28

4 *Sports Illustrated*, Oct. 11, 1993, pg. 43

5 *Inside Sports*, Aug. 1993, pg. 74)

6 *1993 Yearbook*, The Sporting News, Pro Football, pg. 12

7 *Sports Illustrated*, Nov. 18, 1991, pg. 100

8 *Sports Illustrated*, Sept. 7, 1992, pg. 60

9 *Inside Sports*, Aug. 1993, pg. 75

10 *Sports Illustrated*, Jan. 20, 1992, pg. 16

11 *Sports Illustrated*, Nov. 27, 1989, pg. 65

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